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ABSTRACT

The Wisconsin Summer Library Program was developed to promote use of the library by children during the summer, to familiarize them with the resources of the public library, and to help them retain their reading skills over the summer. Different ways of interpreting the theme of the summer program for 1985 were suggested by librarians throughout the state and have been incorporated in this manual. Bibliographies, filmographies, and program ideas are presented for use in local programs. The program guide includes four major sections: (1) Promoting Your Program, with subsections on community and school publicity and in-library promotion; (2) Projects, Activities, and Events, including subsections on program ideas, a puppet play, and The Reading Rainbow by the Educational Television Network; (3) Resources, including bibliographies of children's books and books for the blind and physically handicapped, a film list, a filmstrip list, two software package descriptions, and profiles of performing artists; and (4) Games and Giveaways. Introductory materials include goals to be considered in planning programs, summer library program theme and program goals as set at the 1984 planning meeting, suggested resources for planning programs, and an evaluation form to be completed by September 1985. (THC)

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Thriller-Dillers & Chillers

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January 1985

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Bulletin No. 5212

1985 PLANNING COMMITTEE

The following Wisconsin librarians, representing public library systems and various types of libraries, formed this year's planning committee. They chose the theme THRILLER-DILLERS AND CHILLERS!

1985 Wisconsin Summer Library Program Planning Committee:

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** Representing non-system libraries
*** Representing school libraries
\+ Representing services to users with special needs
++ Representing multi-type organizations

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ARTWORK on this year's theme is at the end of the manual; this can be reproduced for local library publicity.

PREFACE

THRILLER-DILLERS AND CHILLERS! recognizes the thrill of individual discovery and the search for adventure inherent in books and other library materials. Many different ways of interpreting this theme were suggested by librarians throughout the state and have been incorporated into this manual. Using favorite children's books and films, the ideas in this manual, and your own creativity, you are sure to provide many satisfying experiences for the children of Wisconsin this coming summer. Use the bibliographies, filmography, and program ideas to jog your mind and imagination. Feel free to reproduce materials from this manual to incorporate into your programs.

PLANNING PROGRAMS

The Wisconsin Summer Library Program was developed to promote use of the library by children during the summer, to familiarize them with the resources of the public library, and to help children retain their reading skills over the summer. At the heart of all of this for many librarians is the goal of bringing children and books together.

Which goals librarians choose to emphasize varies from city to city, but setting specific goals is vital to planning and evaluating services to children. If you don't know what you are trying to accomplish, you won't know whether you have been successful.

Begin your planning for next summer's programs by thinking about the goals you have for your summer. Here are some goals you might consider:

1. To reach out to children who do not use the library regularly.

2. To encourage use of the library by the handicapped child.

3. To provide engaging activities in the library for a particular age group, e.g., 4-6th graders.

4. To encourage parent involvement and participation in the library and to gain their support for library activities for children.

5. To cooperate with local schools in promoting reading during the summer.

Once you have thought out your goal or goals for the summer, it is time to specify objectives that are measurable ways of attaining that goal. If, for example, one of your goals is to encourage handicapped children to use the library, you may: 1) make sure your programs are accessible to handicapped children and can be enjoyed by such children; and 2) contact agencies who work with the handicapped and ask them to help publicize your programs.

Here are some other objectives:

1. To achieve a _____% increase in the 1984 enrollment during the 1985 summer library program.

2. To learn to tell two new stories for this summer's program.

3. To use radio (or TV or any <u>new</u> form of publicity) at least _____ times this year in promoting summer programs.

4. To visit all schools in your community in the spring to promote summer library programs.

5. To train <u>(number)</u> volunteers this spring for assistance during summer programs.

To help you plan your program, the goal setting session of the 1985 planning committee is summarized in the following pages.

1985 SUMMER LIBRARY PROGRAM PLANNING MEETING
SEPTEMBER 14, 1984
GOAL SETTING

SLP THEME GOALS:

Provide a visual verbal image for children and adults to connect with summer library service to children.

The theme should provide a base for programming ideas and lend itself to easily identifiable visual images.

To facilitate planning and be an attraction or invitation for children to read and learn.

Make possible the utilization of a great range of the library's resources for both small and large libraries.

Promotional and some short snappy slogan that can be presented graphically to get children and parents interested in the SLP.

To use an attractive gimmick to catch the interest of children and parents.

To give the school age kids something to get excited about which will encourage them to continue reading.

Providing a program of interest to the most children.

To inspire and excite librarians and children to the possibilities of all there is to learn and have fun with in the library.

Help to generate ideas for programming, materials, and booklists.

Intrigue as many children as possible in the widest age group possible to join the program.

Spark the child's interest--have him look at the library and its collection.

Capture their imagination. Make them want to join the program.

To emphasize children as special people.

To provide a general structure that various communities can adapt to their own needs.

Sets the stage for reading materials and programs you will be planning.

Capture kids' attention, make them curious or excited, draw them in.

The theme should be general enough so all libraries find it workable.

Advertise and encourage participation in summer reading.

Flexibility for appeal to a wide-age range and for programming materials.

To generate a sense of excitement and a feeling of summer fun.

An eye catching theme title that appeals to a wide-range of ages and allows for a wide variety of programming activities.

Acts as a vehicle for interesting the child in continuing, enlarging reading skills.

SLP PROGRAM GOALS:

Opportunity to renew children's interest in reading, books, and the library itself as a place of lifelong learning.

To encourage use of the public library in many ways--especially reading--throughout the summer.

Help local libraries encourage children (elementary school-aged) to maintain reading skills over the summer.

Attract as many children as possible to the library on a regular basis which would lead to better reading skills.

To keep children reading (reinforcing skills) well into summer, therefore enticing theme materials to draw them to program/facility.

Involve the children in a coordinated summer library program--the theme helps you to plan this, but still allows you to individualize it to your own community.

To promote interest in reading and learning among children.

To make children aware of all the activities in the library--not just books.

To encourage school-aged children to continue reading and using the library during the summer.

To enchant children--catch their imagination. Bring them in and bind them forever in the love of books.

To make summer reading and library experience a fun and enjoyable activity for all children.

To enhance a child's view of his/her world.

Promote reading enjoyment for children.

Increase children's interest in reading.

To keep children reading during the summer and increase reading skills.

Provide summer fun and activities for children.

The program should encourage children of all ages to include the library and its activities in their summer schedule.

Increase awareness (at the state administration and to the public) of libraries and library service to children.

To provide books and programs that will excite and challenge kids.

To keep the kids coming into the library during the summer for its own sake and because it's fun.

Flexible for all ages. State involvement/coordination--not possible at local level.

Shared planning.

To encourage children to read with an eye-catching theme that will attract children to a variety of activities at the library.

Appeal to a wide age span--preschool to 6th grade.

Family involvement.

Reach out to and draw in children of all ages, through high school, to integrate their skills and school knowledge into a life-long love of reading and learning.

RESOURCES FOR PLANNING PROGRAMS

1. Your staff. Brainstorming sessions among your staff or at county or system level.

2. Your community. Every community serves as a source of program presenters, as well as potential volunteers and funders. Begin searching out these people early to get the most community involvement.

3. Schools. Seek out art teachers and art students for assistance in drawing or teaching how to draw things that fit with the program theme.

4. State Library. The Reference and Loan Library has a number of cassettes, films and videotapes on using literature with children, storytelling, and on children's authors. Check the subject indexes of their following catalogs: "Filmstrips, slides, kits and other materials; "16mm films;" "3/4 in. videocassettes;" and "Media resources for continuing library education and staff development available from the Reference and Loan Library."

5. Cooperative Children's Book Center. Check out their list of traveling exhibits as well as plan a visit to the center to preview materials that fit this year's theme.

6. Your library collection. Check your library's or your system's collection for exhibits, storyhour kits, puppet shows, films, etc. Check your library catalog against the CCBC bibliography and other books mentioned in this manual. You will undoubtedly find other books, poems, films, recordings, and posters that tie into this year's theme.

WISCONSIN SUMMER LIBRARY PROGRAM - 1985
THRILLER-DILLERS AND CHILLERS!

Evaluation Form

Please complete this evaluation form and return by Monday, September 16, 1985, to Coordinator, Summer Library Program, c/o Division for Library Services, 125 South Webster Street, Madison, WI 53707. If you have questions, please call Betsy Merriam at (608) 267-9280.

Please rate the following, using the scale E = excellent, VG = very good, G = good, F = fair, P = poor, DNU = did not use. Please circle appropriate letter(s).

1.	The theme THRILLER-DILLERS AND CHILLERS!	E	VG	G	F	P	DNU
2.	1984 Summer Library Program Manual (in general)	E	VG	G	F	P	DNU
	a. Planning/goals	E	VG	G	F	P	DNU
	b. SLP Manual promotion/publicity	E	VG	G	F	P	DNU
	1) In-library ideas	E	VG	G	F	P	DNU
	2) Community publicity	E	VG	G	F	P	DNU
	c. SLP Manual program ideas	E	VG	G	F	P	DNU
	d. SLP Manual resources (in general)	E	VG	G	F	P	DNU
	1) CCBC bibliography	E	VG	G	F	P	DNU
	2) Film list	E	VG	G	F	P	DNU
	3) Performing artist's profiles	E	VG	G	F	P	DNU
	e. Games and giveaways	E	VG	G	F	P	DNU
	f. Camera-ready CLIP ART in the manual	E	VG	G	F	P	DNU
3.	PROMO PACKET designed to promote THRILLER-DILLERS AND CHILLERS! in the schools	E	VG	G	F	P	DNU
4.	Materials (in general)	E	VG	G	F	P	DNU
	a. Four-page reading record	E	VG	G	F	P	DNU
	b. Read-To-Me record	E	VG	G	F	P	DNU
	c. Rubber stamp	E	VG	G	F	P	DNU
	d. Wallet-size ID cards	E	VG	G	F	P	DNU
	e. Button with safety clasp	E	VG	G	F	P	DNU
	f. Achievement certificate	E	VG	G	F	P	DNU
	g. Read-To-Me achievement certificate	E	VG	G	F	P	DNU
	h. Large, color theme poster (11" x 17")	E	VG	G	F	P	DNU
	i. Balloons	E	VG	G	F	P	DNU
	j. Pre-cut bookmarks	E	VG	G	F	P	DNU
	k. Uncut bookmarks	E	VG	G	F	P	DNU
	l. Stickers	E	VG	G	F	P	DNU

5. COMMENTS OR SUGGESTIONS:

6. a. List the goals and objectives of your summer library program.

b. Did you achieve your objectives?

7. What was the age group targeted in your summer library program?

8. How many children participated in your summer library program?

9. Please describe, if you wish, any special events/activities of your 1985 summer library program. Include a few sample flyers/publicity items if desired. Attach additional sheet if needed.

Optional Information

Librarian reporting: _____

Library: _____

Address: _____

System (if applicable): _____

Promoting Your Program

Publicity may be a small part of your job but it is one of the most important. Spend some time thinking about the children you want to come to your summer programs and how you are going to reach them. Do you want to focus on a particular age group or group of children who haven't been participating? Consider, for example, making a special effort to reach out to handicapped children this year or strengthen your ties with school librarians.

Following you will find a list of materials that the state provides to libraries at cost and suggestions for in-library, community and school promotion including some ideas to get you started for the 1985 theme THRILLER-DILLERS AND CHILLERS!

1985 WISCONSIN SUMMER LIBRARY PROGRAM
THEME: "THRILLER-DILLERS AND CHILLERS!"

MATERIALS ORDER FORM

Please order only by unit as shown:

		NO. UNITS ORDERED	UNIT PRICE	AMOUNT
1.	1985 SLP MANUAL of program resources, promotion activities and projects: $3.50 each		$3.50	
2.	Four-page READING RECORD (progression chart on back) (8 1/2" x 11"): 100 for $6.00		$6.00	
3.	READ-TO-ME RECORD (Adaptation of Item 2 for preschool participants): 100 for $6.00		$6.00	
4.	RUBBER STAMP for recording progression: $2.50 each		$2.50	
5.	WALLET-SIZE ID CARDS: 100 for $1.00		$1.00	
6.	Theme BUTTON with safety clasp: 25¢ each		$ .25	
7.	ACHIEVEMENT CERTIFICATE (8 1/2" x 5 1/2"): 50 for $1.50		$1.50	
8.	READ-TO-ME ACHIEVEMENT CERTIFICATE (8 1/2" x 5 1/2"): 50 for $1.50		$1.50	
9.	LARGE (11" x 17") THEME POSTER, four-color: 75¢ each		$ .75	
10.	Theme BALLOONS: 100 for $5.50		$5.50	
11.	BOOKMARKS - precut (8 1/2" x 2 1/4"): 500 for $3.75		$3.75	
12.	BOOKMARKS - uncut sheets (8 1/2" x 11") 5 bookmarks per sheet: 100 sheets for $3.50 (Suitable for imprinting locally if so desired.)		$3.50	
13.	Theme STICKERS (1" x 1 7/8") Happy Monsters variety pack: 36 for $1.00		$1.00	
		TOTAL AMOUNT		$

NOTE: MEMBER LIBRARIES OF PUBLIC LIBRARY SYSTEMS SHOULD ORDER THROUGH HEADQUARTERS IF STATE THEME IS BEING USED. OTHERWISE, ORDER DIRECTLY FROM ADDRESS BELOW.

. . . . . .

Name: _____

Address: _____

City/State/Zip: _____

*Purchase Order No.: _____

Order by February 10, 1985, for shipment during first two weeks of April. Completion of orders received after 2/10/85 cannot be guaranteed.

ORDER FROM: Publication Sales
Department of Public Instruction
125 South Webster, P.O. Box 7841
Madison, WI 53707 (608/266-1098)

NOTE:
*1. A purchase order or payment is accepted for orders over $10 from Wisconsin addresses.
2. Please send payment with order if total amount is less than $10 or if out-of-Wisconsin address.

(Leave blank for Business Office use)

COMMUNITY PUBLICITY

Getting the word out into the community about your summer library program will help make parents, sitters, and recreation providers (who are your children's major transportation sources) aware of the programs you are offering. Following are some sample public service announcements and a news release you can adapt for local use.

There are other ways to bring attention to your summer program, too.

- Contact local youth organizations and the city recreation department.
- Put posters in banks, laundromats, malls, discount stores, schools, churches, swimming pool, parks, YMCA, YWCA, and craft and hobby stores.
- Get your activities listed in "community calendars," such as those in the local newspaper or radio station or in church bulletins or other organizational newsletters.
- Recruit local artists or school art classes to paint a prominently located downtown store window (or several) with the slogan THRILLER-DILLERS AND CHILLERS!
- Use simple publicity techniques to get the message out, such as bookmarks listing library events distributed in books and after programs.
- Talk to community groups, especially those that might include parents, such as the PTA.
- Sponsor a summer kick-off activity.

Solicit funds for children's library programs from local businesses and industry and community organizations for a special SUMMER LIBRARY PROGRAM FUND. This fund can help support special programs, buy new books for the summer program, and provide incentives and awards. Don't forget that many businesses prefer to donate their products, so consider using these as reading incentives or refreshments at programs. Recognize their contributions whenever you advertise SLP activities. You may want to have children prepare thank you notes or present a certificate of appreciation to the business or group.

Let children prepare hand-drawn posters that tell about their program. Remind the children that a poster needs to tell what the event is, when it is, where it is, and how to get more information. It must be easy to read and be easy to understand at a glance. Have the kids compare it to a billboard or commercial. As with all your posters, these should be distributed two to three weeks in advance of your event. Check with merchants in your area and see who will be willing to put them in their store windows. Don't overlook that kids can make a poster for the front window of their own homes.

While the focus here seems to be on publicity to start your program, remember that publicity for your summer library program should be an ongoing activity. Continued effort to publicize your program and activities will help keep children involved in the program. Use current activities to publicize future ones by inviting the local paper to take photographs or by posting photos in the library.

SAMPLE NEWS RELEASE

Contact: FOR IMMEDIATE RELEASE

SUMMER LIBRARY PROGRAM BEGINS (Date)

Children can find adventure through reading by participating in Thriller-Dillers and Chillers! the 1985 summer program at _____ Public Library. The summer program begins ___(date)___.

"Retaining reading skills over the summer can help children in school," says ___(name)___, ___(identification)___. The program is designed to encourage the enjoyment of reading and use of the library by preschool and school-aged children.

The library will be offering a variety of activities over the summer, including ___(give examples and dates if set)___. In addition, children can record their reading activities at the library and receive a certificate for participating in the program.

Last year ___(#)___ children joined the summer library program, reading over ___(#)___ books and attending ___(#)___ programs.

The 1985 Wisconsin summer library program is coordinated by the Wisconsin Department of Public Instruction. The 1984 program involved 70,000 children statewide.

Further information is available at the _____ Public Library, ___(telephone #)___.

-30-

SAMPLE PUBLIC SERVICE ANNOUNCEMENTS

SUMMER LIBRARY PROGRAM Contact:

___-SECOND SPOT (2 words per second) (Date)

CHILDREN CAN HAVE A DILLY OF A SUMMER BY VISITING THE _____ PUBLIC LIBRARY. THRILL TO THE DISCOVERY OF SCIENCE OR HEAR A CHILLING TALE OF MYSTERY BY JOINING THRILLER-DILLERS AND CHILLERS! AT THE LIBRARY. REGISTRATION FOR THE PROGRAM BEGINS _____(date)_____. FOR MORE INFORMATION ABOUT THE SUMMER LIBRARY PROGRAM, CONTACT THE LIBRARY, ___(telephone #)_____.

-30-

****

SUMMER LIBRARY PROGRAM Contact:

____ -SECOND SPOT (Date)

CHILDREN'S ADVENTURES OF THE MIND CAN BE FOUND THIS SUMMER AT THE _____ PUBLIC LIBRARY. THRILLER-DILLERS AND CHILLERS! BEGINS ___(date)_____ AT THE LIBRARY. WHY NOT CHECK IT OUT THIS SUMMER? FOR FURTHER INFORMATION CONTACT THE LIBRARY, ___(telephone #)___.

-30-

SAMPLE LETTER TO COMMUNITY

Dear (Community Leaders, Friends, or Parents):

This summer the _____ Public Library will sponsor a series of programs centering on the statewide theme THRILLER-DILLERS AND CHILLERS! Children ages _____ to _____ will meet at _____ (library) _____ from _____ to _____, to share stories, films, crafts, music, and drama.

By experiencing and extending literature in a variety of ways, we will encourage the maintenance of reading skills throughout the summer and promote the library as a source of information and entertainment.

We ask your help in promoting these programs as parents and community leaders in formal announcements and informal conversation. As adults, we can do much to encourage library use by support and example.

Enclosed is a list of services and materials that will be needed this summer for various projects. If your group can help supply any of these, we would greatly appreciate it. Good programs need not be expensive if we all help.

We hope we will be working with you this summer. Thank you for your interest.

IDEAS FOR PROMOTING YOUR PROGRAMS IN THE SCHOOLS

-Present a skit or puppet play to introduce the summer library program to children. The kit could be created around a mystery theme were each clue given can elaborate on the summer reading program; for example, where? when? how?

-Distribute a bookmark to children at the schools briefly describing the summer library program and some of the planned activities.

-Have a scariest poem contest by having children in the local schools write scary poems during National Library Week in the spring. Judge the poems at the end of the week and then use the poems in publicizing the SLP. During the summer have a "Thriller-Diller" night at the library. Along with scary movie, the winning poems could be read or acted out by local forensics winners. It would be extra fun to have a darkened room for this.

-Have Count Who-What-When-Why go to the schools in May to promote the SLP. He may be dressed in a black cape with a long knitted scarf (take-off on Dr. Who on TV). The Count can take along a "Mystery Box" with a hidden object and the first clue to spark interest in visiting the library. The scarf the Count wears can be a community project. During the remaining winter months and early spring have your adult patrons each knit a foot of scarf. These patrons get to take the scarf home and add to the original foot that you have ready for them. Each patron is allowed three days to work on their foot. The finished product with its contributors would make a good publicity shot for the newspaper.

-When visiting schools, give each child a mini-poster to color and hang on the refrigerator door (grades 1-3).

-Send something to school day or two before the visit as an interest builder. This could be a box with a large question mark on it and a mystery object inside. Leave the first clue with the box to get the kids thinking about what the object can be.

-If cable television is available in classrooms, make and have shown a short promotional skit before the visit. The camera would then cut to a written message.

-Working through elementary school librarians and art teachers have children create wild and wonderful imaginary creatures. Hang them from the ceiling of the children's room or post them on the walls for a "creature parade."

SAMPLE LETTERS FOR SCHOOLS

Dear Principal:

THRILLER-DILLERS AND CHILLERS! is the theme of the 1985 Wisconsin summer library program. _____ Public Library is sponsoring programs during the summer to encourage children to use the library, to help them retain their reading skills, and to have fun.

We want to get the word out to as many children as possible. Enclosed are posters publicizing the summer program. We would appreciate your help by posting these at your school. Also, I will be contacting you soon to arrange a short visit to your school to promote this summer's library programs.

Thank you for your cooperation.

Sincerely,

****

Dear Teachers:

THRILLER-DILLERS AND CHILLERS! is the theme of the 1985 Wisconsin summer library program. _____ Public Library is sponsoring programs during the summer to encourage children to use the library, to help them retain their reading skills, and to have fun. Children can begin registering for the program _____(date)_____.

To help us get the word out, would you please distribute these posters/bookmarks/ handouts to your students?

You are invited to arrange a tour for your class during April or May. To schedule a visit to the library, please call the children's department, _____(telephone #)_____.

Thank you for your cooperation. We hope to see your class at the library.

Sincerely,

IN-LIBRARY PROMOTION

-Decorate the library with cutouts of footprints which trail up and down the walls, etc.

-Make coat hanger skeletons to decorate the library. See THE KID'S ENCYCLOPEDIA OF THINGS TO MAKE & DO, p. 105.

-Make spiders out of paper plates and hand them from the ceiling.

-Make a "Cozy Cobweb Corner" in the library for children to read in.

-Make a haunted house progression chart for the children. Using bat and ghost-shaped markers have the children move their markers to different rooms in the haunted house as they read more books. Start in the basement. You could also use a castle and have the kids start in the dungeons.

-Slogans for displays or bulletin boards include:

-On the trail of a good book (use cutout footprints leading to a good book);
-Tracking down some good books;
-Your passport to adventure;
-Whooo Dunnit? (use an owl in the display);
-Investigate some good books (use a magnifying glass and a Sherlock Holmes type character).

-Have a large haunted house with windows and doors that open. The children may write their names in these open doors and windows as they read different kinds of books. There might be windows for biography, Wisconsin, sports, science fiction, mystery, and so on.

-"Who you gonna call? the library!!!" shouts a new color poster with the familiar "Ghostbusters" emblem featuring a ghost holding a book in one hand and a film reel in the other. The poster is available in limited supply for $5.00 from the West Virginia Library Commission, Cultural Center, Charleston, WV 25305.

-Another poster is available through ALA which is a take-off on Indiana Jones. The heading on it says, "Return the Adventure, Share the Thrills, Bring Back Your Library Books." The artwork features an Indiana Jones character swinging on a rope with books in his hand.

-If you have an instant camera, take pictures of the children who join the summer library program. Post these on a bulletin board and possibly feature a "reader of the week."

-To show the children how special we think each one is, have each child make a hand-print and put his/her name on it. Hang them from a tree branch that sits in a colorful vase in the children's department. It is decorated monthly to fit the season or special programs.

Projects, Activities, and Events

WHO DUNNIT?

Invite a detective from your local police department to speak about his/her work and perhaps give a fingerprinting demonstration.

The Library can sponsor a "Make a Secret Disguise Workshop." Bob Gregson's THE INCREDIBLE INDOOR GAMES BOOK (Pitman Learning Inc., 1982), p. 103, has simple instructions for making nose masks. Fold a sheet of paper in half and cut a hole for the nose; then unfold and draw a face. Children can cut out mustaches from black construction paper and use masking tape to attach them to their faces. (See the section titled OPERATION: DISGUISE for additional ideas.)

INCREDIBLE INDOOR GAMES includes instructions for a "Missing Person" game. One person covers his/her eyes while another person leaves the room. The rest of the group then changes positions. The first person turns around and tries to guess who is missing and describe him/her before the group counts (slowly) to ten.

Sherlock Holmes can be the theme of a program combining activities on secret messages (see separate section) and the reading or telling of Doyle's tales. Children could also be invited to write their own mysteries and read them.

Searching for clues requires careful attention to details. You can start off a program by telling your own Encyclopedia Brown mystery and then having the kids figure out the outcome. Follow this up with a treasure hunt in the library using a map of the library and a list of clues from titles and authors of books.

<u>Find the Fingerprint</u>

Prepare several index cards for each child.

NAME DATE

Right Thumb	Right Index	Right Middle	Right Ring	Right Little
Left Thumb	Left Index	Left Middle	Left Ring	Left Little

SIGNATURE

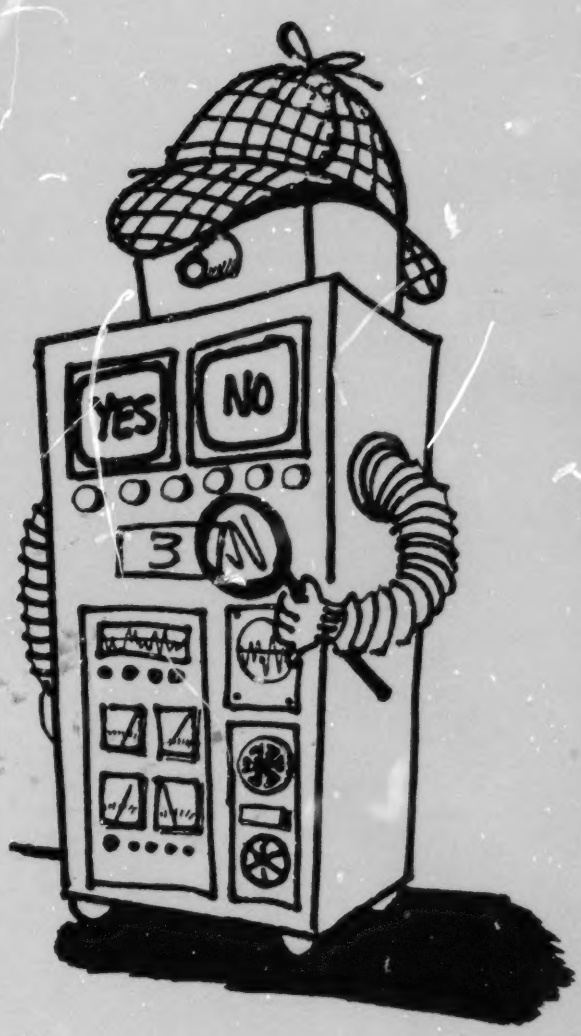
Have the children collect prints from their friends. Press the friend's finger on an ink pad from the tip to below the first joint. Carefully roll the finger over the correct square on the card. (Don't press the finger flat or the print will smudge.) Collect a print for each finger and have the friend sign the bottom of the card.

Demonstrate how to "dust for latent prints" by lightly brushing a fingerprint left on a glass or a table with a small artist's brush dipped in talcum powder. Carefully put a piece of clear cellophane tape over the print. Gently lift off the tape and stick it on a small piece of dark paper. (If the print is unclear, you may have used too much powder.) By comparing the print with the index cards, see if the children can discover who it belongs to. (Adapted from CHARLIE BROWN'S SUPER BOOK OF THINGS TO DO AND COLLECT.)

Have a Mystery Program and read who dunnit stories or the three-minute mysteries and let kids in grades 3-6 try to figure out the answers. Include in the program some handouts on mazes and hidden pictures. Do some secret message writing as described in THE CODE AND CIPHER BOOK, p. 32, by Jane Sarnoff and Reynold Ruffins. Kids can write a secret message using invisible ink made from lemon juice. Have them paint their message on white paper with a paint brush and then have library staff iron the message using an iron and ironing board.

I'VE GOT A SECRET: Have the children ask questions of an adult (librarian or other) who has a secret such as a fictitious name (Nancy Drew, Frankenstein, Batman, etc.), place of residence (haunted house, cave, etc.) or have an object in your pocket connected to detectives or a mystery. Children sit in a half circle and must ask questions that can be answered by a yes or no. When a no is answered to the question, the next contestant gets to ask questions until he receives a no answer. Each contestant gets three guesses before he is out of the game. Have small squares of construction paper to pass out for a wrong guess making it easy to keep track for elimination. A contestant can only guess when it is his turn and only following a yes answer to this question. Then a contestant says "I know your secret" and proceeds with his answer. Have a revolving detective hat (such as one worn by Sherlock Holmes or another) which the winner gets to wear until the next secret is solved and it is passed on.

CAPTAIN CLUE ANSWERS 10 QUESTIONS!



To create the robot "Captain Clue" you will need:

1 Large box (water softener-refrigerator box, etc.)
1 Small Box (grocery size)
Dryer hose for arms
Coffee cans for shoulders
Cardboard tubing for legs
Cap covers for knobs
1 Cardboard hat (or make a cloth hat)
Wheels for the base
Base board to mount box on
Work gloves for hands
Miscellaneous paint, paper and colors
Two signs: "Yes" and "No"

Note: to have a lighted answer or a buzzer, you will need an electrical or battery-operated system which is very inexpensive and very effective.

To play the game (2 children or more can play at a time):

One child thinks of a category (person, place or thing). He tells the other players that category (for example, "I am a thing"). He then enters the robot box. The children ask him a question which can be answered yes or no, (for example, "Do you have branches?"). The child is asked a total of 10 questions before the others guess who or what he is. The one who guesses correctly becomes the next Captain Clue in the robot box.

SECRET MESSAGES

Secret messages can be written in code. Space codes are easy.

sendhelpatonce (send help at once) or sen d/hel p/at/once or send/hel p/at/once

Make up your own codes. More difficult---dnes pleh ta ecno---written backwards
send help at once

Encoding is writing a message in code.
Decoding is when your friend writes it in English.

Mirror writing or holding up to the light are other code writing ideas.

ɘɔИO

Write words in box. Fill in other spaces with nonsense words. You and your friend have identical secret window frames. This is called a decoder mask.

Operation: Alphabet codes

Numbered alphabet codes

a	b	c	d	e	f
1	2	3	4	5	6

g o t o t h e
7 15 20 15 20 8 5

c a v e
3 1 22 5

Make up your secret code club "capture the enemy" etc.

a	b	c	d	e	f
□	@	△	○	♀	✱

Invisible Ink

Materials needed:

Toothpick
Lemon juice

Dear Dan, We are eating (enclose secret message) at Billy's.
Use a 150 watt bulb and turn on for awhile to make messages show up.
Let your friend know he is receiving a message.

Morse Code

Make telegraph and have the children write messages and send to one another. Or just write morse code messages and decipher them.

Codes

If you have a few kids who are always in the library and are looking for things to do, have them write a secret code note to another child. The note could contain a meeting place, a snack to bring or a favorite book they've read.

"Booked for Lunch" (your weekly storytime bag lunch event) could be advertised in your library in code, and the child that breaks the code first can win a free prize. (Some small thing could be donated: an ice cream cone, a milk shake or an apple.) Make the stipulation that the child has to attend the next "Booked for Lunch" meeting to receive the prize. This may help to build attendance.

"BOOKED FOR LUNCH" CODE POSTER COULD CONTAIN:

Time
Place
Day of Week
Book Title
} All in code!

Carrying Secret Messages

The mysterious art of carrying secret messages makes a good program. See how many places the children can discover on themselves to carry messages. To get your imagination started, here are a few suggestions.

-Cut a false sole to fit inside the shoe; a message can be written on the underside or deposited beneath the sole.
-Empty a tea bag of its contents. This can be used as an invisible pocket when stitched or taped inside a jacket sleeve.
-Pens make excellent secret message carriers.
-How about under a Band-Aid?

More Code Ideas

Why not have a drop-off box in the library for secret messages?

Keep coded messages for the children to decode using a code set up by the librarian; for example:

CAPTAIN CLUE AND THE CODE BREAKERS ARE GLAD YOU VISITED US TODAY!
CA PTAI NCL UE AN D T HE COD EBRE AKERSAR E GL ADY OUVI SIT EDUS TODA Y!

David Adler's HYPERSPACE (Viking Press, 1982) has a secret code and word games that would need decoding.

OPERATION: DISGUISE

Secret Agent Disguise Kit

Fool the enemy with a quick disguise. Everyone loves a disguise . . . a chance to become someone or something else. Look around you. Expensive materials aren't as important as observation. Study people and their movements. Copy them and practice in front of a mirror. Don't be afraid to try and have fun!

Disguise kit might include:

1. Sling, crutch, briefcase, unusual hats
2. Eye glasses, sun glasses, eye patch, monocle
3. Make-up--crayons for eyebrow pencils
   cold cream (the cheaper, the better)
   add food coloring for monster make-up (in pairs, let the kids make up a friend)
4. Black out teeth--black jack gum, non-toxic black crayon
5. Cotton wads--for fat cheeks
6. Wrinkles--aging lines can be added with soft pencil
7. Bald head--paper mache head shape--when dry stretch balloon over and glue
8. False noses--same as above or shape with modeling clay
9. Wigs--hair or colored yarn
10. Teeth--use orange or lemon skin--cut for use in mouth
11. Pillows--to change your basic body shape
12. Ruler or broken yardstick--taped to back of knee and tied with a scarf will give a stiff leg effect
13. Veils--old fur stoles
14. Make-up (eyeshadow-false eyelashes).

Bring a friend. Help each other create a disguise. Have a treasure hunt for all secret agents and have it take them throughout the entire library.

A blackened cork - burn one end with a match and you're ready to begin a new face for yourself. Girls may continue by adding regular old make-up as well as using cold cream applied on top of the cork. Top it all off by dusting the face with a powder puff. With high heels, jewelry, patches and glasses, you are all set with your new disguise.

All black clothes will help to create a chimney sweep or a bank robber while other colors might suggest other occupations. Try tricks to change your appearance with a triangular scarf, shawl, jewelry, crowns, weird handmade wigs, bracelets, glasses, false nose, stuffing for body changing basic shape, mustaches, eye patches, wrinkles, scars, warts, or masks.

Disguised Story

MISS NELSON IS MISSING! by Harry Allard is a story about a teacher who has a class that has no manners, never listens to their teacher, and really causes the teacher, Miss Nelson, to become very upset! One day she decides to disguise herself as an ugly, old, crabby, strict teacher to teach the children a lesson (on how good they had it with Miss Nelson).

After reading the story, have the children trace their body shapes and disguise them the way they would if they were Miss Nelson.

Materials needed:

Roll of paper
Yarn
Glue
Scissors
Newspapers (to cut clothes from)
Colors, paints, felt pens
Scraps of paper for eyes, nose, glasses, etc.

EERIE EVENTS

Conduct a family "Spook Hour" or "Eerie Evening" which includes telling scary stories, singing spooky songs, and reading eerie poems or story fillers. Possible stories might include the following:

"The Yellow Ribbon" in JUBA THIS AND JUBA THAT by Virginia Tashjian, pp. 44-46.

"The Dark House" in JUBA THIS AND JUBA THAT by Virginia Tashjian, p. 11.

"The Thing at the Foot of the Bed" in THE THING AT THE FOOT OF THE BED by Maria Leach, pp. 15-16.

"The Golden Arm" in THE THING AT THE FOOT OF THE BED by Marian Leach, pp. 33-36.

"I'm Coming Up the Stairs" in WHISTLE IN THE GRAVEYARD: FOLKTALES TO CHILL YOUR BONES by Maria Leach, pp. 57-58.

THE TEENY TINY WOMAN by Barbara Seuling.

THE GUNNIWOLF by Wilhelmina Harper.

Poetry reading within the hour program might include the following selections for reading aloud:

"Boa Constrictor" in WHERE THE SIDEWALK ENDS by Shel Silverstein, p. 45.

"Little Orphan Annie" in LISTEN! AND HELP TELL by Bernice Wells Carlson, pp. 133-135.

Read some stories from GHOSTLY FOLKLORE by M. Jagendorf (Burdett, 1968). For a craft activity, have the children make a pop-up ghost. To make the ghost, stick a popsicle stick through the bottom of a plastic cup. Make a ghost from tissue paper and stick it on top of the stick. By moving the stick up and down, the ghost will appear and disappear.

The THE BUMP IN THE NIGHT by Anne Rockwell. A flannelgraph can be used to show the different parts of the body as they fall and join together.

Expand on the spooky theme by playing a ghostly guessing game. Divide the group into two teams; one team leaves the room. One member of the team returns covered with a sheet and the other team has one chance to guess who is the ghost. The ghost leaves with an incorrect answer and another member of the team returns as the ghost. This continues until a correct answer is given by the other team.

Decorate the room with "floating faces" and show the film KATURA AND THE CAT. (Perspective, 1982). After showing the film, play a pre-recorded tape of various sound effects including: groans and moans, thunder, rattling bones, screeching owl, raindrops, crackling fire, and heavy footsteps (see THE SPOOK BOOK, p. 18). Ask the audience to guess how these sounds may have been created. Prepare to have the sounds re-created by children (for grades 1-3). The "Floating Faces" is from THE SPOOK BOOK by Burton and Rita Marks (Lothrop, Lee & Shepard, 1981, p.25).

HAUNTS AND TAUNTS: A BOOK FOR HALLOWE'EN AND ALL THE NIGHTS OF THE YEAR by Jean Chapman (Childrens Press International, 1983) contains spooky verses, rhymes to chant, scary songs to sing, eerie stories from all over the world, and related activities.

CHILLING THOUGHTS

Have a "Chillers" storytime and craft day for younger children. Use stories and media set in winter to cool things down in the middle of July. Dress your teddies and story characters in mittens and stocking caps. Have an ice cream making demonstration or crush ice for berry-flavored slushes. Make paper snowflakes or snow jars during craft time. For those who really plan ahead, freeze snowballs this winter for a July snowball fight.

Books

Keats, Ezra Jack. THE SNOWY DAY. Viking, 1962.
Levine, Caroline Anne. SNOW FUN. Watts, 1981
Welber, Robert. THE WINTER PICNIC. Pantheon, 1970.
Zion, Gene. THE SUMMER SNOWMAN. Harper & Row, 1955.

Filmstrips

Keats, Ezra Jack. THE SNOW DAY. Weston Woods.
Welber, Robert. THE WINTER PICNIC. Random House.
Zion, Gene. THE SUMMER SNOWMAN. Random House.

The following titles might be helpful in developing a "Chiller" program for children preschool-2nd grade.

WHERE IS MY MONSTER? by Joan Victor. Crown, 1971 (appropriate for toddlers).

SPIDERS IN THE FRUIT CELLAR by Barbara Josse. Knopf, 1983.

LITTLE BUG by Dick Gackenbach. Houghton, 1981 (appropriate for toddlers).

THE GUNNIWOLF by Wilhelmina Harper. Dutton, 1967.

IN THE GARDEN OF ABDUL GASAZI by Chris Van Allsburg. Houghton, 1979.

NO MORE MONSTERS FOR ME by Peggy Parish. Harper & Row, 1981
(an easy reader).

BUGS AND SNAKES

A program or week devoted to bugs could be developed into a "diller." The following stories are all on the humorous side. With the addition of props, these could be told in a very silly fashion.

THE VERY HUNGRY CATERPILLAR by Eric Carle. World, 1973.
The format of the book is excellent, but this story is also extremely effective on a flannel board (preschool-3rd).

LITTLE BUG by Virginia Poulet. Children's Press, 1971.
Rubber bugs can be used to represent each character in the story and can be used on a bulletin board type frame (preschool-2nd).

GROUCHY LADY BUG by Eric Carle. Crowell, 1977.
This book is very effective as is, but is easily adapted to the flannel board (preschool-2nd).

THE ROSE IN MY GARDEN by Arnold Lobel. Greenwillow, 1984.
The illustrations in this book are outstanding. For added fun tell the story with artificial flowers on a bulletin-type story board (preschool-3rd).

A poetry selection could be "Willie Ate a Worm Today" by Jack Pretlutsky. This poem is in THIS WAY TO BOOKS by Caroline Bauer (Wilson, 1983). Try acting out this poem with an artificial worm.

Special events might include a bug pet show or "show-and-tell" where children bring in their favorite bugs. Invite an entomologist or beekeeper to talk about their interest in insects.

"Snake Night" can feature the stories THE DAY JIMMY'S BOA ATE THE WASH and SNAKE IN AND OUT and poems by Shel Silverstein, "Help I'm Being Eaten by a Boa" and "Boa Constrictor." A special feature can be an experienced snake handler as a guest with a snake; a boa is particularly effective.

MONSTER MADNESS

Try this "chilling" combination for children 3 to 6 years old.

Books

ALPHABRUTES by Dennis Nolan. Prentice Hall, 1977.
Suspense builds as monsters parade though the story to find out the secret of what is in the basket.

NIGHT MONSTERS by Sharon Shebar. Aro Pub., 1979.
Discover if monsters really are making those scary noises you hear at night.

MONSTER BUBBLES by Dennis Nolan. Prentice Hall, 1976.
Count the bubbles blown by the charming monsters.

THE MONSTER AT THE END OF THIS BOOK by Jon Stone. Western Pub., 1979.
The children will cheer you on to turn the page to discover the Sesame Street monster hiding at the end of this book.

JOSEPH'S OTHER RED SOCK by Niki Daly. Antheneum, 1982.
Joseph rescues his other sock from the monster that lives in the cupboard.

THUMP, THUMP, THUMP by Anne Rockwell. Dutton, 1981.
An old woman digs up a toe and the monster comes back for it.

Flannel Board

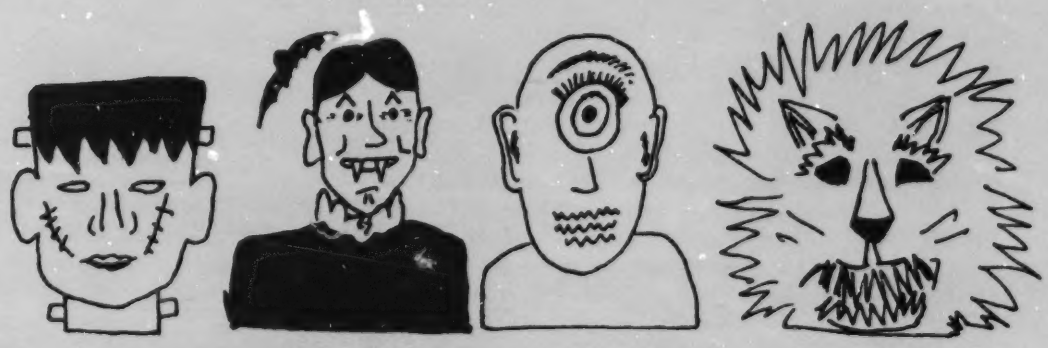
"The Three Billy Goats Gruff" can easily be made into a flannel board story, a shadow puppet story or used for creative dramatics.

Puppets

THE HUNGRY THING by Janice Slepian. Scholastic Book Service, 1967.
This story can be adapted into a puppet play in which the librarian and children try to figure out what the monster would like to eat and then feed him.

Activities

Make monsters out of playdough.
Make a magic potion, real or pretend, and drink it. It may change you into a monster.



THE THRILL OF DISCOVERY

Sponsor a contest for the most unique invention by children. Children would be invited to invent something and display it at the library. Categories might include: Most Practical; Most Unusual; Best Constructed.

Have a science fair at the library. Use Barry Van Deman's NUTS AND BOLTS: A MATTER OF FACT GUIDE TO SCIENCE FAIR PROJECTS.

For older children enrolled in the summer library program, have a local person come in to actually teach the children how to read a compass and to offer a short course on orienteering. This person also will have a course set up in the immediate neighborhood using nature items as clues. Whoever gets through the entire course first will receive a prize provided by a local sports shop.

Be a science detective with the help of THE LOTSA STUFF TO DO BOOK (Avon Products, Inc., Meredith Publishing Services, 1981). For example, try magnet mysteries: put paper clips on a thin piece of cardboard and move the magnet under the cardboard to move the paper clips; test jewelry to see which contain iron or steel. Discover the magic of magnifying by using a magnifier to examine wood grains, look at a dollar bill, compare the weave of different fabrics, and look at the veins in a leaf.

The mystery of nature week explores the hidden mysteries of nature by having a workshop on backpacking and camping. Start an insect zoo or have children bring in different samples of nature, insects, flowers, etc., and display and identify them. Another program can explore the different ways animals camouflage themselves.

Animal tracks can be a mystery that becomes part of a program on animals. Draw the tracks of several animals and have the children identify the trails using a key made up of animal tracks. For a handout check out "Lakeside Prowlers" in FAR-OUT FUN/ WILDERNESS CHALLENGE (National Geographic Society, 1980).

Children become nature detectives when a number of shoe boxes are set up in the library. Cover each box with a cloth and put nature objects into the boxes. Children will guess what the objects are. Further the guessing game by putting silhouettes of animal footprints on library walls; have children guess the animals. For grades 1-3.

MYSTERY OF THE SKY DIAMONDS

Materials and items needed:

Maps
Posters or charts of the skies, constellations, planets, etc.
Paper, pencils, crayons
Telescope (borrowed if possible)

Related story: DOGSBODY by Diana Wynn Jones.

Investigate the constellations, stars and planets, using charts, maps or posters of the night and day sky. You could have mobiles of the planets hanging in the library. Arrange to borrow a telescope and have a demonstration of how to use it. Focus on something down the street or in the day sky. Tell the children to look at the night sky, with or without a telescope, with their mothers or fathers and locate some of the stars and planets that you talked about.

You could also arrange a night when the children could look through the telescope and locate some stars, with the help of someone knowledgeable in the area.

Have each child draw a map of the night sky showing his/her favorite constellation. These could be posted in the library.

Include discussions of planetary movements and how they have had an effect upon man's life (astrology, bio-rhythms, etc.) One could even draw upon the mythology that sprang up around the planets, constellations and their movements.

The mystery part of the exercise could be for the children to find out the answers to a list of some simple questions, such as: What is the nearest star to our Earth? (the sun) What is the largest planet in our solar system? (Jupiter).

SCIENCE MYSTERIES

Use these experiments for a one-shot program or as basis for a weekly program. For these and other easy science experiments, see JACK AND JILL magazine and SCIENCE GAMES, SCIENCE PUZZLES, SCIENCE TRICKS, and SCIENCE TOYS all written by Laurence B. White.

Plant Blood

Materials needed:

Fingernail polish remover
3 small glasses or jars
3 fresh leaves
1 square paper towel
Tablespoon

You will have to do the first part of this experiment ahead of time because the mixture needs to sit several hours.

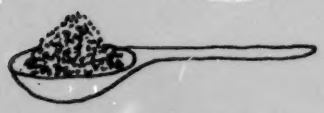
Measure three tablespoons of fingernail polish remover into a small glass. Take a fresh leaf and shred it, placing the pieces in the glass. Let the experiment sit for several hours. When you return, you will see that the solution is green. Now cut a strip of paper one-inch wide from a white paper towel. Put one end into the glass and leave it there until most of the solution is gone. A green band of color will form on one end of the strip of paper and begin to travel toward the opposite end.

This is what happened---

All green plants contain the substance chlorophyll, which uses sunlight to make food for the plant. You extracted this chemical from the leaf into the polish remover. The paper towel absorbs the solution, and the chlorophyll was carried up the strip. If you look closely, possibly you will see two or more separate bands of green and yellow-green color. This is because there might be more than one type of chlorophyll present.

Copper Topper

Materials needed:



Ten pennies
Small glass or jar
Vinegar and measuring cup
Clean iron nail
Teaspoon of salt

Place ten pennies in a small juice glass or jar. Pour in one-fourth cup vinegar and add a teaspoon of salt. Stir. Now insert the clean iron nail. After several minutes, the nail will become coated with a thin layer of bright metallic coloring.

This is what happened---

Pennies are made of copper. The action of the salt and vinegar causes some of the copper to go into solution. Then it switches places with some iron molecules. The coating that you will see on the nail is copper which has been chemically deposited.

SCRAMBLED SCENTS AND SENSES

Set up a mini-laboratory to conduct mysterious tests of the senses. Suggestions below are taken from MORE SCIENCE EXPERIMENTS YOU CAN EAT by Vicki Cobb.

1. Fill small jars with pieces of cotton saturated with mystery smells (orange, peppermint, lemon, pickle, baby powder, cinnamon). Have the children smell the clues to guess what each jar contains.

2. Mix a synthetic cola using: 5 T. sugar, 5 t. vanilla extract, 5/8 t. cinnamon, 2½ c. club soda. Add ice.

   Choose five or six children to try a taste test. Blindfolded, have the children taste several brands of cola, including the synthetic mixture. (Be sure all the colas have ice in them.) Can they identify the experimental cola?

3. Have several children who are blindfolded taste Coke and 7-up with ice. Can they tell the difference? Try the same test with children who are blindfolded and are wearing noseclips.

4. Using noseclips and blindfolds, experiment with several children to see if they can tell the difference between chocolate and vanilla ice cream. Is it easier to tell the difference when the ice creams are frozen or melted?

5. By finely chopping a mixture of about ½ cup fresh green peas with 2 T. brown sugar and half a peeled and cored apple, the aroma of fresh strawberries can be simulated. Blindfold several children; have them smell the mixture and identify the smell. Let them smell fresh chopped strawberries to see if the two smells are the same.

6. To discover what salt does to sweet food, try this experiment. Prepare bite-size pieces of honeydew or cantaloupe melon. Divide the pieces and put them on two separate plates. Salt one plate lightly. Without identifying which pieces have the salt, ask several children to taste them, rinsing the mouth between bites, and to identify which bite was sweeter.

7. Finely grate apple, potato, and onion onto plates. Blindfold several children and have them put on noseclips. Put a small amount (½ t.) of the sample food on the tongue of each child and have them roll the food around in the mouth without chewing. Have the children rinse their mouths between samples. Present the foods in a random order and see if the children match the foods with the scentless taste.

MYSTERY!

Mysterious stories make good storytimes. Try the story "The Case of the Missing Spectacles" in ELEMENTARY SCHOOL LIBRARY RESOURCE KIT (The Center for Applied Research in Education, 1984). The story is told by folding and cutting paper. Also in this book is the "Missing Friend Game." Children are given a list of famous pairs of friends and must name the missing friend; for example, George and _____. (Martha, from GEORGE AND MARTHA by James Marshall, Houghton Mifflin, 1972).

Mysterious Worlds Week can explore the mysteries of the world such as the Bermuda Triangle, Big Foot, and the Loch Ness Monster as well as psychic phenomena. Activities include a horoscope casting workshop, handwriting analysis, and "Big Foot," where children put their foot in a box of flour and make a print on black paper. Display the "Big Feet" in the library. A good follow-up to this might be children drawing their idea of what Big Foot might look like.

How about a mystery read-a-thon for 4-6th graders?

Combine several of these suggestions together for a mystery storytime for children 3 to 6 years old.

Books

MYSTERY OF THE RED MITTEN by Steven Kellogg. Dial, 1974.
DETECTIVE WHOO by Dennis Panek. Bradbury Press, 1981.
THE BOX WITH RED WHEELS by Maud & Miska Petersham. Macmillan, 1949.
WHERE'S HENRIETTA'S HEN? by Berniece Freschet. Putnam, 1980.
WHERE IS HOME? by Beth Clure. Bowmar, 1968.
WHO TOOK THE FARMER'S HAT? by Joan Nodset. Harper & Row, 1963.
WHAT'S INSIDE THE BOX? by Kessler. Dodd, 1976.
WHERE IS IT? by Tana Hoban. Macmillan, 1974.
WHERE'S THE BUNNY? by Ruth Carroll.
WHAT'S IN THE WOODS? by June Goldsbourough. Prentice Hall, 1976.
THE GOLDEN EGG BOOK by Margaret Wise Brown. Golden Press, 1974.
WHERE DID MY MOTHER GO? by Edna Preston. Four Winds, 1978.

Finger Plays

Where is Thumpkin?
Little Boy Blue.

Activities

Everyone can become detectives and find hidden objects in the room or give each child a picture which has hidden objects to circle.

Put objects in a bag. Let the children feel what is inside and make a guess as to what it is. It could be an object related to one of your stories you will read.

The following mystery book can be of a chiller nature for children in 1-3rd grades.

THE MYSTERY OF THE MAGIC GREEN BALL by Steven Kellogg. Dial, 1978.
THE MYSTERY OF THE STOLEN BLUE PAINT by Steven Kellogg. Dial, 1982.
SOMETHING QUEER IN THE LIBRARY by Elizabeth Levy. Delecorte, 1977.
HORATIO SOLVES A MYSTERY by Eleanor Clymer. Athneneum, 1980.
THE GREAT HAMSTER HUNT by Erik Blegvad. Harcourt, 1969.
PEABODY'S FIRST CASE by Ruth Thomson. Lothrop, Lee & Shepard, 1978.
This has hidden pictures to find in the illustrations which become clues in solving a case.
THE MIXED UP MYSTERY SMELL by Eleanor Coerr. Putnam, 1976.

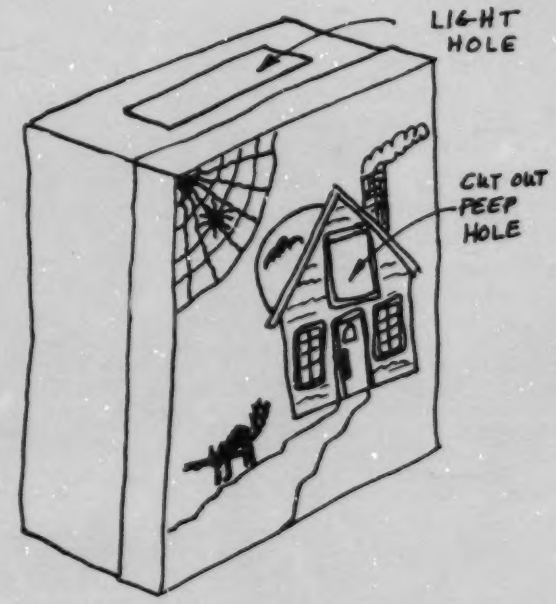
For children in grades 3-6th recommend these mysteries:

THE CASE OF THE ELEVATOR DUCK by Polly Berends. Random, 1973.
This is also a film produced by Learning Corp. of America.
HARRIET THE SPY by Louise Fitzhugh. Harper & Row.
ALFRED HITCHCOCK AND THE THREE INVESTIGATOR MYSTERY BOOKS.
MYSTERYS by Gertrude Chandler Warner and Donald Sobol.

MYSTERY BOOKS, BOXES, AND BAGS

Place a secret mark in a number of books in the children's section. When a patron checks out one of these books, he/she gets a price (adults, too!).

Take a box large enough to hold a book. Cut a peephole in the front and also a light hole on the top. Place either the book or a picture depicting a certain title on the inside. Use a number of boxes for several titles. Don't forget the light hole--it's very important. Have children guess the book.



Using the same design, place a small mirror in an empty box. Cover the box with construction paper or use wallpaper samples if available. Cut a peephole and light hole. Youngsters can then gaze into the box; the "Mystery Person" will be none other than their own smiling face. For variety add a beard, head of hair, mustache, or pair of eye glasses on the mirror with yarn, magic marker, or construction paper. Do anything that will give the face in the mirror a weird look.

Create a mystery box by decorating a large box with question marks and put a mystery object into the box. Hang a large sheet of paper near the box. The children will write questions on the paper. At the end of the day, the librarian will answer each question with a "yes" or "no." The first child to guess the object gets a price. For grades 1-3.

Small children love to guess! This idea stems from something that was done by former Brown County Library pre-school programmer, Judy Brehm. She wore an apron with huge pockets and in them were items relating to the stories she was going to present. Select a child to come up and grab into your MYSTERY BAG and select an item. Have them guess what the story may be about. Continue until the children have guessed it.

Suggested Stories:

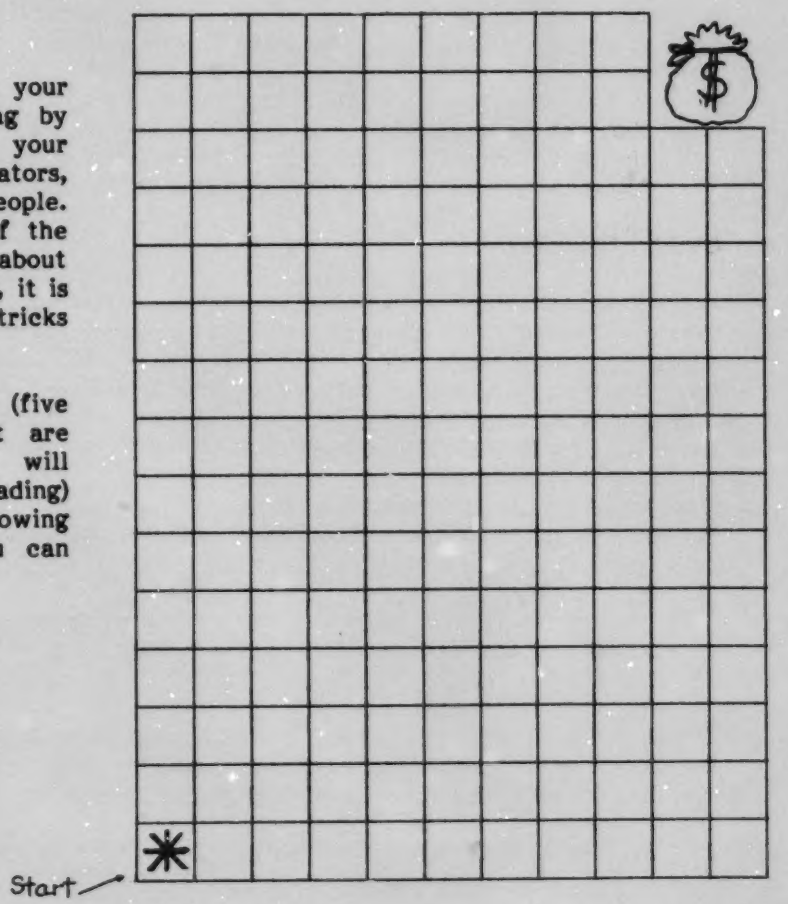
THE MYSTERIOUS TADPOLE by Steven Kellogg
CAPS FOR SALE by Esphyr Slobodkina
FROG AND TOAD STORIES by Arnold Lobel
VERY HUNGRY CATERPILLAR by Eric Carle
ROSIE'S WALK by Pat Hutchins
CARROT SEED by Ruth Kraus
TOO MUCH NOISE by Ann McGovern
IS IT RED? IS IT BLUE? IS IT YELLOW? by Tana Hoban

MAKE YOUR WAY TO THE MYSTERY MONEY BAG

Be your own detective! Make your way to the mystery money bag by answering questions about your favorite detectives, investigators, adventurers and other mystery people. As a secret agent in search of the money, it is up to you to read about them. As your own investigator, it is sometimes helpful to know the tricks that others use.

1. Prepare fifteen questions (five that are easy, five that are average and five that will require very careful reading) about each of the following characters (or others you can think of):

   a. Harriet the Spy
   b. Hardy Boys
   c. Nancy Drew
   d. Three Investigators
   e. Encyclopedia Brown
   f. Sherlock Holmes
   g. Nate the Great



For a correct answer of an easy question, the child gets to move one square in the direction of his/her choice; for medium questions, two squares; and three squares for a correct answer to a hard question. A square may be occupied by only one child at a time.

Print each question on a separate clue card that could have a question mark printed on one side and the question printed on the other.

2. To prepare the game board, take a sheet of poster board and block off squares throughout the entire board except in the upper right hand corner which will serve as the place for the mystery money bag (see picture above). The starting point will be in the lower left hand corner. The number of squares on the board may be fewer than shown above.

3. Before the game, give each child a small piece of cardboard that they can use for their playing piece. Have them draw a picture of their own idea of a secret agent on the cardboard along with a secret name that they would like to use.

4. To start the game, one child at a time selects a fictional character (mentioned above) and the degree of difficulty of question that they wish to try and answer. If the child is correct, he/she advances the number of appropriate squares. If he/she is wrong, they remain in the square that they are in until their next turn.

5. Have a small prize to be given to the child who gets to the mystery money bag first. A type of grab bag could be used.

6. If you wish, the librarian or the children could also place on the game board cards that tell hazards or good luck that the secret agent might run into in his quest for the money bag. For example: If you're spotted, you may have to go into hiding and lose one turn, or you may get help and get to advance one square.

CRAFT IDEAS

HAPPY HALLOWEEN: THINGS TO MAKE AND DO by Robyn Supraner (Troll Assoc., 1981) has several craft ideas that will fit this year's theme. In particular, consider making a Count Dracula puppet with paper bags and colored paper for school visits. To decorate the library or for kids to take home, try making a "Monster Mobile." A paper plate, string, colored paper, and a little imagination are the main ingredients for this project. Use a thumbtack or push pin to attach the mobile to the top of the doorway.

Have children select a magazine or calendar picture to make a jigsaw puzzle. Paste it on lightweight cardboard (dress box weight). On the backside, draw puzzle pieces. Cut along lines, making your own puzzle.

Ahoy mates! With Captain Kidd and his buried treasure in mind, consider making your own individual treasure chests. Have children bring shoe boxes to create their own treasure chests.

Comic characters such as Wonder Woman, Spiderman, and Superman combat crime and solve mysteries. Workshops revolving around these characters could include crafts such as making Batman's Batmobile or Wonder Woman's crown.

Put strange footprints on the wall. Then have the children draw pictures of their conception of the creature (grades 1-3).

FOOD FOR THOUGHT: Have the children make monsters from marshmallows and pretzel sticks or toothpicks.

Make your own telephone for the library. Send messages between the stacks using two cups and a string.

Mysterious creatures can be created with potatoes. Have children bring potatoes to the library. They scrape the top and slice holes in it. The potato is then put in a cup with wadded, wet paper toweling in the bottom of the cup. Sprinkle grass seed on top of the potato; grass hair will grow within a week. Then give the potato monster thumbtack eyes, etc.

MYSTERY OF THE MARVELOUS MASKS

Materials needed:

Newspapers cut into 3" strips 12" long
Flour and water made into a thin paste
9" balloons
Poster paints, crayons, pencils, brushes
Paper-colored and white
Long pan
Single-edge razor blades

You need to work in an area where a mess can be made. Have the children wear old play clothes which can be splattered on or bring aprons and other protective clothing (such as men's shirts) which can be easily laundered. Place the cut up newspaper to soak in the glue in the long pan. Blow up the balloons until they are larger than a child's head, and tie off.

Carefully tack the balloon to a piece of wood or cardboard. Lay on strips of glue-soaked newspaper. Cover the balloon thoroughly, leaving a hole at the base large enough for the child to get his head through. Let the balloon sit for a few days to dry and harden. At next meeting, each child can pop the balloon and begin painting and decorating the shell. With the aid of an adult, eye holes and mouths can be cut using the razor blade. Be careful! After the children paint their masks, put aside to dry. Display in the children's room.

The children can read about masks and their uses (rituals, dramatics) and the cultures that used them as part of this project.

TOY PERISCOPE

To help you examine the mystery of nature, build a periscope. A periscope lets you look around corners. It is great for spying on animals. You can see them, but they can't see you.

Sneak up on squirrels. Get close to ducks. Watch birds at feeders, at bird baths or while visiting the wildlife sanctuary. Hide behind a wall, a tree, a fence or a thick bush. Look at the animals through the periscope. Don't move the periscope quickly or the animals will notice. Be quiet!

Materials needed:

2 one quart milk or juice cartons
2 mirrors 1 7/8" x 2 7/8"
Tape
Scissors
Ruler

Maybe you'll hear a noise behind you. If you do, someone or something may be watching you!

1. Cut the top off a one quart milk or juice carton. Wash and dry the carton. Measure and draw a line 1½" from the bottom. Cut along the line, then cut the side down to the bottom, and then cut along the bottom fold. You can throw this square away.

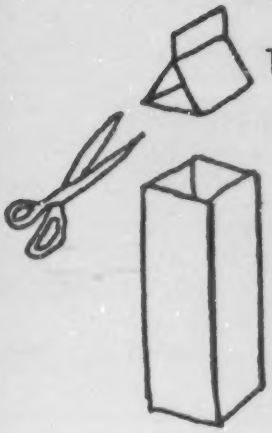
2. Tape over the back of a 1 7/8" x 2 7/8" mirror, so if it breaks it won't shatter. Place the mirror in the carton at an angle opposite the square that you cut out.

3. Adjust the angle of the mirror until you can see straight out the top of the carton when you look through the square hole in the side. Carefully tape the mirror in place. You now have half a periscope.

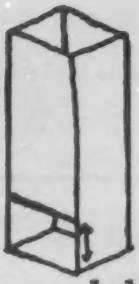
4. If the mirror is wider than the carton, measure 2 3/4" from the bottom of one of the back corners opposite the square that you cut out, draw a line diagonally from the top of the 2 3/4" to the front corner, then cut a slit along this line for the mirror. Slide the mirror through the slits and tape in place.

5. Make a complete periscope from two halves. Gently squeeze the sides near the top of one half. Slide the second half over the first making sure that the squares that you cut out are on opposite sides.

TOY PERISCOPE

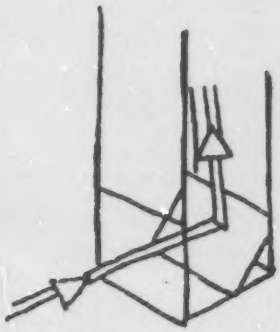


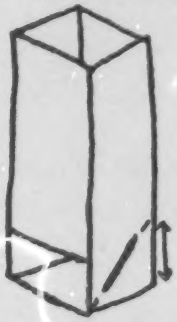
1. Cut off the top of a one-quart milk or juice carton. Wash and dry the carton. Cut out near the bottom as shown at right



2. Tape over the back of a 1 7/8" x 2 7/8" mirror, so if it breaks it won't shatter. Place mirror in carton as shown.

4. If the mirror is wider than the carton, cut slits in the sides. Slide mirror through the slits and tape in place.





A. MEASURE
B. DRAW LINE
C. CUT SLIT TO FIT MIRROR

Inside carton

3. Adjust the angle of the mirror until you can see straight out the top of the carton when you look through the hole in the side. Tape mirror in place. You now have half a periscope.

5. Make a complete periscope from two halves. Gently squeeze the sides near the top of one half. Slide the second half over the first.

SILLY SEUSS WEEK

An entire week or program can be devoted to the silly Dr. Seuss stories. Try these stories.

HORTON HATCHES THE EGG. Random, 1940.
This old favorite lends itself to dramatization, particularly to a "Mad Hatter" presentation. If THE FIVE HUNDRED HATS OF BARTHOLOMEW CUBBINS wasn't overused last summer, it too lends itself very well to a "Mad Hatter" telling (preschool-4th).

"King Looie Katz" in SNEETCHES AND OTHER STORIES. Random, 1961.
This story is a good one to involve the audience with the storyteller, as each child can hold up the "tail" of the child in front of him (preschool-4th).

"What Was I Scared Of?" in SNEETCHES AND OTHER STORIES. Random, 1961.
This story adds an element of "chiller" to the "diller" as a character continually sees a pair of green pants. This is adaptable to a flannel or shadow board (preschool-4th).

I WISH I HAD DUCK FEET. Beginner, 1965.
With the addition of props, this story can be told in a delightful silly fashion (preschool-4th).

THE CAT'S QUIZZER. Beginner, 1976.
Riddles and jokes from the QUIZZER can round out a program on Seuss (preschool-4th).

THE CAT IN THE HAT. Beginner, 1965 (preschool-4th).

AND TO THINK THAT I SAW IT ON MULBERY STREET. Vanguard.
This could be a starting point for a silly mural, outdoor sidewalk art or similar group art work of a silly nature (preschool-4th).

In addition, there are several excellent films and videos for Seuss's books. These in particular are recommended: GREEN EGGS AND HAM, THE SNEETCHES, THE LORAX, and THE ZAX. These are good for all ages.

CIRCUS THRILLS

For those patrons always clowning around, why not have a program on applying clown make-up or on how to juggle? You can also sponsor a "Best-Dressed Clown" contest.

Create a paper circus as a craft session using Robin West's PAPER CIRCUS: HOW TO CREATE YOUR OWN CIRCUS (Carolrhoda, 1983). Make your circus come to life by sponsoring a circus in the library. CIRCUS TIME! HOW TO PUT ON YOUR OWN SHOW by Connie Klayer (Lothrop, Lee & Shepard, 1979) can get you started.

TALL TALE THRILLERS

Have a "Tall Tale Storyhour" by inviting a local storyteller to spin a few yarns. Consider a "Tallest Tale Contest" awarding a prize for the tallest tale.

A program based on a Paul Bunyan theme could be very effective as a silly diller. To introduce Paul, the film PAUL BUNYAN: LUMBER CAMP TALES (Coronet, 1962) could be used (preschool-8th grade). One of the tales could be made up as a flannel or shadow board story. On display, show various tools the loggers used or arrange a demonstration, if possible.

A new book is out as an original Paul Bunyan tale and can be read to the audience: THE MORNING THE SUN REFUSED TO SHINE by Glen Rounds (Holiday House, 1974). Other Paul books include: STORY OF PAUL BUNYAN by Barbara Emberly (Prentice Hall, 1963) and PAUL BUNYAN TRICKS A DRAGON by Irwin Shapiro (Garrard, 1975); both books good for grades 1-4.

As a riddle or game, show the children a familiar object and ask them what they thought Paul used it as. For example:

Show a		For Paul it was a	
	1) waste basket		1) thimble
	2) thick heavy rope		2) dental floss
	3) bed sheet		3) hanky
	4) huge kettle		4) egg cup

Introduce children to other folk heroes such as John Henry and Pecos Bill.

BOOKMARK CONTEST

Ask children to design a bookmark for THRILLER-DILLERS AND CHILLERS! The prize will be to print up one or more winning bookmarks in each section. Children are very pleased to have their artwork printed for the world to see. Divisions can be by grade level or age (preschool-5, 6-8, 9-11, and 12-14). All entrants will receive a copy of the winning bookmark.

Specify a size for all entries and request that they be in black-and-white to help in printing. Print the child's name (and possibly age) and your library's name on the winning bookmarks.

Criteria for selection might include: pertinence to theme, neatness, and originality. You might consider special categories for judging, such as scariest and funniest.

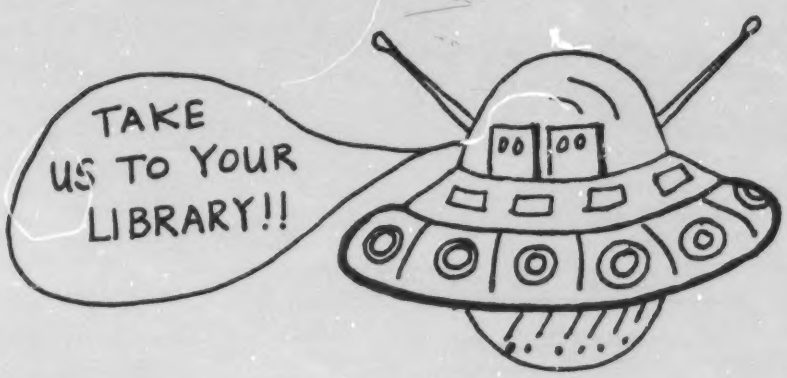
To honor the winners, consider having an awards reception for children and their families. Simple refreshments, certificates presented to winners by a local celebrity, and a display of runners-up bookmarks will make for a well-attended program. The local paper might be interested in photographing the event, thus giving more publicity to your entire summer library program. This could possibly be a "kick-off" event for your SLP program.

OUT-OF-THIS-WORLD ADVENTURES

Plan a week around this theme featuring science fiction, space exploration, and the future. Show the film IN SEARCH OF ANCIENT ASTRONAUTS (Xerox, 1973), and then have the children make paper plate flying saucers, such as those described in the INCREDIBLE YEAR ROUND PLAYBOOK, p. 64. As part of these festivities, have an "Alien Costume Party." Children can come dressed as an imaginary space creature and talk about themselves. For example, what planet they are from, what foods they eat, etc. The library can also sponsor a contest to design fashions of the space age or a space-age vehicle.

The mysteries of creatures from outer space can be the inspiration of a program titled "Who's Out There?" Ask the question and then follow it up with further discussion starters: Are they friendly or ferocious? What do they look like? Can they talk? Are they spaced out? Then have the children draw a creature from outer space (and perhaps transfer it onto a T-shirt).

Are you a believer in UFO's? The mystery of their existence is always intriguing. Look for clues in the local newspaper and books in the library. Design a 3-D UFO, create a pilot for the space ship, and have them float from the ceiling of your library. An interesting handout can be found in David Adler's HYPERSPACE (Viking Press, 1982), p. 54. Children are asked "Which two UFO's are exactly the same?"



THE THRILL OF TRAVEL

Traveling themes can focus on the thrill of exploring. Have a travel bulletin board and encourage children (and adults) to send postcards to the library about their summer vacations to be posted on the bulletin board.

Safari Week can begin with the film BALLOON SAFARI (Benchmark Films, 1975, 55 min.) and a photography workshop called "Shooting on Safari." Any activities with an animal focus fits well with this theme. Consider making a mural of African animals, having a stuffed animal show, or creating fingerprint or peanut-shell animals. Elephants can be featured by reading ELMER, THE STORY OF A PATCHWORK ELEPHANT by David McKee (McGraw-Hill, 1968). Each child then receives a sheet with the outline of an elephant printed. Children make a mosaic from construction paper or from magazine pictures on the elephant to show a patchwork elephant. The National Geographic FAR-OUT FUN! series has many safari-related puzzles and games that can be reproduced for handouts.

VISUAL GUESSING GAMES

Many books have an excellent format for a program using visual guessing games. In addition to the titles listed below, use other books by covering up the pictures. Ask the group to guess the rest of the picture.

PUNDIDDLES by Bruce and Bret McMillan. Houghton Mifflin, N.D.
This unique book offers puns in visual form. A photograph or several of them are given, and a familiar saying or pun is suggested and must guessed (4-8th).

ARLENE ALDA'S ABC by Arlene Alda. Celestial Arts, 1981.
Children who already know their letters will be able to use this book to identify letters formed by objects in everyday life--a gold chain becomes a "U," etc. (kindergarten-2nd).

LOOK AGAIN by Tana Hoban. MacMillan, 197..

TAKE ANOTHER LOOK by Tana Hoban. Greenwillow, 1981.
These two photographic essays can be part of a visual game (preschool-3rd).

WHAT'S INSIDE AND WHO'S HIDING by Duanne Daugherty. Random, 1984 (toddlers).

WHAT SHOULD I WEAR by Pamela Rowland. Children's Press, 1975.
This series of rhymed riddles about clothes amuse children who can get the concepts either through rhyming or through educated guessing (preschool-2nd).

IT DOES NOT SAY MEOW by Beatrice DeRegnier, 1972.
This is a simple guessing game with clues. The rhyming adds an element that the children enjoy (preschool-2nd).

GUESS WHAT? by Roger Bestor. Crown, 1980.
The photographs in this book give increasingly easy clues to the identity of familiar animals (preschool-1st).

SURPRISE BOXES by Beth Clure. Bowmar-Noble, 1976.
This is a manipulative book. A box is slowly unwrapped giving a new clue as each flap is turned down. The concept also works well by bringing in real boxes or gifts and giving clues to what's inside (preschool-1st).

EACH PEACH, PEAR, PLUM TREE by Allan and Janet Ahlberg. Viking, 1979.
Familiar fairy tale characters are hidden in each illustration. To show to a group, an opaque projector could be used. This is also available in sound filmstrip format (preschool-3rd).

TURN OVER by Bernard Most. Prentice Hall, 1980.
This is a visual joke book with silly reasons or explanations for a picture on each page (1-4th).

ANIMAL DISGUISES by Aileen Fisher. Bowmar, 1973.
A beautiful nature book that shows various animals in natural disguises (preschool-3rd). (Photos of additional animals in disguise can be found in RANGER RICK MAGAZINE.)

WHOSE NOSE IS THIS? by Richard Van Gelder. Walker, 1974.
Photographs in this book show only part of the noses of various animals, and the children must guess the animal. An explanation of each nose is given (preschool-6th).

WE HIDE, YOU SEEK by Jose Aruego and Ariane Dewey. Greenwillow, 1979.
Humorous illustrations encourage children to look closely at the illustrations to find the hidden animals (preschool-3rd).

ANNO'S JOURNEY by Mitsumasa Anno. Collins, 1977.
Many of the Mitsumasa Anno books involve hidden small pictures in the larger illustrations (1-4th).

SNAIL WHERE ARE YOU? by Tomi Ungerer. Harper and Row, 1962.
Illustrations have a snail worked into each of them for the children to find (preschool-2nd).

BUT WHERE IS THE GREEN PARROT? by Thomas and Warda Zacharias. Delecorte, 1965.
A green parrot hides in rather easy places on each page (preschool-2nd).

FIND THE CAT by Elaine Livermore. Houghton Mifflin, 1973.
Detailed illustrations hide a cat on each page (1-4th).

WHERE IS MY HAT? by Neil and Ting Morris. Little, Brown, 1982.
A hat and ten other hidden objects must be found on each page (preschool-4th).

SIMPLE PANTOMINE

Pantomines are mysterious. Work up a few short ones on your own for the beginning of storytime.

Suggestions:

a. Person planting a garden.
b. Getting caught in the rain.
c. Getting dressed.
d. Vacuuming the floor.
e. Use the movie PENTHOUSE if you can't do your own pantomine. Have the kids guess that the animal is doing in the movie or just view the movie yourself for ideas.

HEADLINE STORYTIME

NEWS FLASH

NEWS FLASH

1. BREAKIN AT BEAR'S HOUSE -- Porridge Reported Missing.

   A beary-good storytime featuring bear stories (such as THE THREE BEARS and BIG BAD BRUCE by Bill Peet); bear films (A BEAR CALLED PADDINGTON or WINNIE THE POOH AND THE BLUSTERY DAY).

2. RUNAWAY! -- Youth Taunts Pursuers "Run, run as fast as you can. You can't catch me!! -- Farmers Wife Replies, "Crummy Kid!"

   A delicious storytime with food as the theme. How about stories like THE GINGERBREAD BOY, CLOUDY WITH A CHANCE OF MEATBALLS by Judi Barrett or FAT CAT by Jack Kent or films like STREGA NONNA. For libraries with the facilities and staff, a surefire winner for an activity would be frosting and decorating real gingerbread boys.

3. YOUNG PIGS TERRORIZED -- "Huff and Puff" Villain Vows to Destroy Homes.

   A day of swine and proses--Pig stories with THE THREE LITTLE PIGS at the top of the list. Film possibility is IT'S SO NICE TO HAVE A WOLF AROUND THE HOUSE. How about a visit from a REAL little pig. We have had a piglet on loan from a friendly area farmer for one of our preschool storytimes. The little pigs have their teeth clipped at birth so no chance of bites. Just remember, they're known for going we, we, wee all the way home!

4. FARM REPORT -- JACK AND THE GIANT BRAND MAGIC SEED CO. Reports Skyhigh Growth on Beanstalk Futures.

   This would be a BIG day for storytime with the theme of Giant and Oversize stories. JACK AND THE BEANSTALK for openers, with THE GIANT JAM SANDWICH by Jack Vernon Lord, or A SWEETHEART FOR VALENTINE by Lorna Balian or FIN M'COUL: THE GIANT OF KNOCKMANY HILL by Tomie de Paola.

   (For children going into kindergarten through third grade.)

Artwork by Bill Fleck.

SPORTS THRILLS AND SPILLS

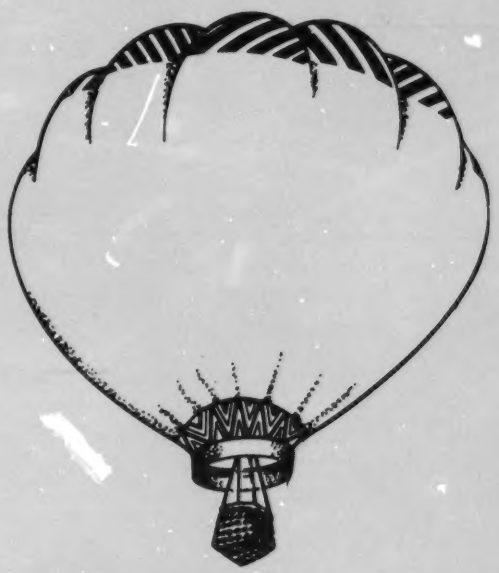
Boating or rafting stories are MR. GUMPY'S BOOT (by John Burningham); LITTLE TOOT (by Hardy Gramatky); HARBOR (by Donald Crews); and BURT DOW (by Robert McCloskey). For a special attraction bring in a rubber raft, canoe, or row boat as a unique reading center.

Speakers from YMCA, YWCA, fitness clubs, and sports shops can cover a variety of topics as well as give demonstrations. Topics include scuba diving, bicycling, physical fitness, aerobics, gymnastics, breakdancing, karate, fencing, and motorbikes.

The thrill of flying can encompass hang-gliding, piloting a plane, or the fantasy flying of characters such as Superman. A demonstration on making paper airplanes can be followed with a paper airplane flying contest.

Gone fishing? For preschoolers create a Captain Clue fishing pond to be enjoyed all summer. Write fortunes, clues, or riddles on cardboard fish (attach a small magnet to each). With a string, stick or magnetic sinker, let your youngsters fish for clues to good summer reading.

Hot air ballooning is becoming a popular sport. A balloonist would make an interesting guest speaker, especially if you could arrange for him/her to arrive and take off in a hot air balloon. Some stories on ballooning are:



Calhoun, Mary. HOT-AIR HENRY. Morrow, 1981.

A Siamese cat sets off for a ride in a hot air balloon and gets more of a thrill than he expected.

Wegen, Ronald. BALLOON TRIP. Clarion, 1981.

A wordless story in which the vivid graphics capture the excitement of a balloon trip.

Douglass, Barbara. THE GREAT TOWN AND COUNTRY BICYCLE BALLOON CHASE. Lothrop, Lee & Shepard, 1984.

Have a ballooning adventure in the library and play "Ballooning." Children stand in a circle, each with a balloon. The blow up their balloons and release them, trying to land them on the giant "X" in the middle of the circle. Whoever lands their balloon nearest the target wins. To end with a blast, have the children inflate and tie their balloons and pop them all at once. For additional balloon games see THE INCREDIBLE INDOOR GAMES BOOK by Bob Gregson (Pitman Learning Inc., 1982) or try some balloon experiments in TAKE A BALLOON.

A possible program and display would use the theme "The Thrill of Victory" by inviting local community members who have participated in sports. For example, in Eau Claire they can invite a former Kansas City Royal baseball player, a former quarterback for the

Wisconsin Badgers, and a race car driver who has participated in the Indy 500. A local author of children's sports books, who could discuss writing about sports, or a local sports writer or announcer, who could tell about covering sports events, might be part of these programs. A display of books showing individuals who have excelled in their sport supplements these programs. For grades 3-8.

Bubble Blowing Contest

Gum is distributed as children come in to the library. Prior to the contest discuss facts about bubble gum from the encyclopedia and GUINESS BOOK OF WORLD RECORDS. Read THE BIGGEST BUBBLE IN THE WORLD by Janet Lorimer. You could insert names of children in the audience in place of names used in the original story.

Rules: The main object is to have fun and try to blow the biggest bubble; three chances to do this. Measurement for the biggest bubble is mouth to the tip of bubble and also top to bottom of bubble. Judgment calls on all other categories. There is one winner for each category. Each person can have only one piece of gum (have sugar-free gum available for those who request it).

Categories: Biggest, Smallest, Messiest, Most Difficult, Loudest Pop, Heart-shaped, Most Unusual Shape, Youngest and Oldest Bubble Blower.

THRILLING POSSIBILITIES

Here is a list of some "thrilling," fast-paced, and suspenseful books for ages 3 to 6.

Books

SWIMMY by Leo Lionni. Pantheon, 1963.
THE MAGIC PORRIDGE POT by Paul Galdone. Houghton Mifflin, 1976.
THE LITTLE ENGINE THAT COULD by Watty Piper. Platt, 1980.
NAME LIZZY'S COLORS by Richard Punnett. Children's Press, 1982.
THE CAT IN THE HAT by Dr. Seuss. Beginner, 1957.
LITTLE RED RIDING HOOD by Paul Galdone. McGraw, 1974.
ROSIE'S WALK by Pat Hutchins. McMillan, 1968.

Flannel Board

THE GINGERBREAD BOY by Paul Galdone. Houghton Mifflin, 1975.
THE ELEPHANT IN THE WELL by Marie Halls Ets. Viking, 1972.
JACK AND THE BEAN STALK by Paul Galdone. Houghton Mifflin, 1982.
THE THREE LITTLE PIGS by Paul Galdone. Troll Assoc., 1981.

Puppet

THE SAD STORY OF THE LITTLE BLUEBIRD AND THE HUNGRY CAT by Edna Preston. Four Winds, 1975.
This story lends itself to a very simple but dramatic finger puppet presentation.

Activity

Go on a Lion Hunt with actions.

Try a scramble game. Have the children hold hands in a circle (no more than eight to a circle) and have one leave the room. The children then systematically go under and over each others arms every which way forming a twisted mess. Then call the outsider (a detective) in to unscramble the human puzzle (without breaking anyone's hold).

Some adventures for children start with the main character going for a walk. The following stories are all adventure stories for the preschool-3rd grade ages, and some are appropriate for toddlers as well.

THE CHICK AND THE DUCKLING by Mirra Ginsburg. McMillan, 1972.
A chick and a duckling go out for a walk and have several humorous adventures (appropriate for toddlers).

ONE FINE DAY by Nonny Hogragian. MacMillan, 1971.
A repetitive tale of a fox who seeks help trying to recover his tail.

ROSIE'S WALK by Pat Hutchins. MacMillan, 1968.
Rosie the hen sets out for a walk and is oblivious to the fox who is continually meeting with disaster as he tries to catch her.

LIZA LOU by Mercer Mayer. Parents, 1976.
Liza Lou sets out to do tasks for her mama and has to deal with such characters as a swamp haunt, witch and gobblygook. She outsmarts them all.

ONE STEP, TWO by Charlotte Zolotow. Lothrop, Lee & Shepard, 1981.
A very young child sets out to show her mother some "exciting" things in the neighborhood--pebbles, flowers, birds, etc. (toddler and preschool).

HENRY THE EXPLORER by Mark Taylor. Atheneum, 1966.
A little boy sets out exploring and looking for bears. He becomes lost and is finally found.

WE NEVER GET TO DO ANYTHING by Martha Alexander. Dial, 1970.
A young boy is bored at home. He runs away to find excitement and is sought by his mother (toddler and preschool).

ALFRED GOES HOUSE HUNTING by Bill Benzen. Doubleday, 1974.
A bear goes house hunting and has many adventures.

MR. GUMPY'S MOTOR CAR by John Burningham. Crowell, 1973 (also MR. GUMPY'S OUTING).
This story about animals going for a ride is excellent as an audience participation story.

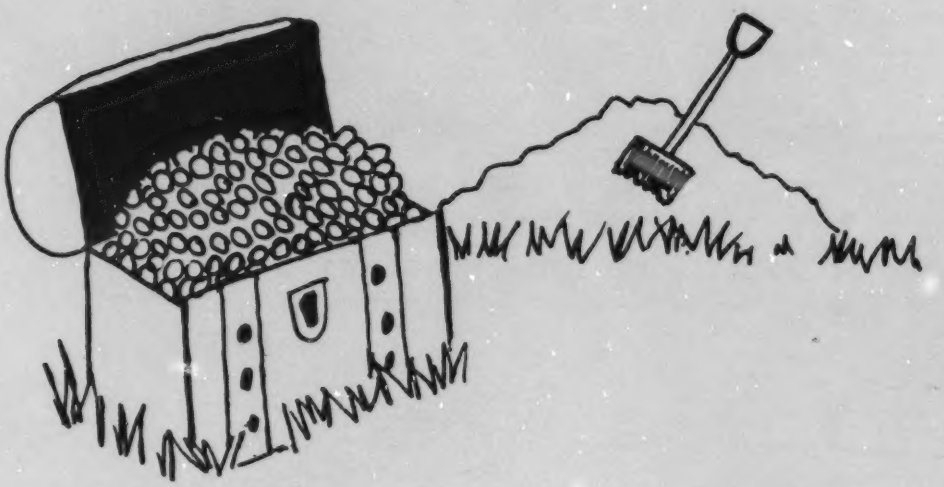
THRILLER is the name of Michael Jackson's video recording. Since he is a very popular performer, plan a program around this idea. A breakdancing demonstration might be part of the program.

The pirate theme could be the beginning of a thrilling program. Stories to include are:

LOOK OUT FOR PIRATES by Iris Vinton. Random, 1961.
An easy reader story about pirates (preschool-4th).

THE PIRATE BOOK by William Smith. Delecorte, 1965.
A rhymed story about pirate adventures (preschool-4th).

Selections from PETER PAN by J. M. Barrie. Charles Scribner, 1962, would be appropriate.



Older children could write sections of a "Choose Your Own Adventure" around a central theme with suggested characters and settings. These could then be edited into a thrilling adventure.

A DILLY OF AN IDEA

Children can look for clues to survival in books like MY SIDE OF THE MOUNTAIN, ISLAND OF THE BLUE DOLPHINS, and ICEBERG HERMIT. Ask questions such as "How did Sam stay protected from the winter winds when he lived alone in the Catskill mountains?" Answer: He lived inside of a tree (MY SIDE OF THE MOUNTAIN).

Contact the local Dairy Queen and and ask for coupons good for free Dilly Bars. Use the coupons for incentives in the reading program or as a treat after a program. Another program treat can be a dill pickle.

Hold a Phyllis Diller look-alike contest or sponsor a Pippi Longstocking look-alike contest.

ALPHABET ZOOP by Florence Parry Heide can be the beginning of an "Alphabet Zoop Contest." Have the children write down all the things in the pictures they can find that begin with that letter.

Plan a "Meet-the-Monster Night." Have an adult dress as a monster (Frankenstein, the Mummy, Wicked Witch of the West, etc.) and tell stories to families. The "monster" can sign autographs after the performance.

Have a costume party dance for families called "Monster Mash." People could dress in any costumes, but awards would be given to those who had costumes based on monsters found in books.

Here are some "diller" ideas to make our young patrons (3 to 6-year-olds) laugh.

Books

ANIMALS SHOULD DEFINITELY NOT WEAR CLOTHING! by Judi Barrett. Atheneum, 1981.
A book of the troubles animals would get into if they wore clothing.

JUST LIKE DADDY by Frank Asch. Prentice-Hall, 1981.
The ending of this story of a family that goes fishing always bring a smile.

ONCE UPON MAC DONALD'S FARM by Stephen Gammell. Four Winds, 1981.
A very silly farmer sets up his farm with some very silly animals.

A BIG FISH STORY by Joanne Wylie. Children's Press, 1983.
A little boy's fish story grows and grows. Will you believe it?

Prop Story

HOW DO I PUT IT ON? by Shigeo Watanabe. Philomel, 1979.
A funny bear tries to dress himself. Using a doll or stuffed animals you can dress the prop in baby clothes in the silly fashion the bear did.

Flannel Board Story

MR. PINE'S PURPLE HOUSE by Leonard Kessler.
Adapt this story by cutting out four white houses, four pine trees, four bushes and a purple house and two other colored houses which will fit over the white houses to tell this funny story of poor Mr. Pine.

BITS AND PIECES TOO GOOD TO FORGET

Young people have preconceived ideas of careers, jobs, and occupations that are either exciting and/or dangerous. Professions that come to mind right away are police officers, firefighters, ambulance drivers, and such. Depending on any one city or part of the state, there would be a variety of possibilities. During one or more programs have people in various occupations come in to explain their work, clear up misconceptions and myths, and answer questions. Hopefully, some audiovisual aids such as slides could be used. A balance of both men and women should be included. Maybe even ask young people who they would like to hear from at programs like this. Seems best geared to grades 1-6.

Use MOTHER I FEEL SICK by Remy Charlip as a live Shadow Story or BARRELS TO THE MOON by Harold Berson as a flannel story. To get a program off to a silly start, try the film verson of O'Henry's RANSOM OF RED CHIEF.

If you would like to have a special sticker for each week's events and don't want to spend a small fortune, make your own stickers with round labels and rubber stamps. There are many sources for rubber stamps. Try your local bookstore, card shop, or toy store--and every library has a couple of stamp pads somewhere. Sometimes sets of stamps on a single theme are available, too. Pooh's Corner in Madison, WI has a dinosaur set with

eight terrible lizards in three self-inking colors available in Fall 1984 (Set #3105 from Pepperwood International Corp.).

Round labels can be found in several sizes and colors. Those which are 1¼ inch in diameter have ample room for commercial rubber stamp figures. Pres-a-ply labels from Dennison in this size are available in white, light blue, dark blue, radiant red, radiant green, radiant yellow, and radiant orange. There are 500 per box and should cost between $4-5. Office supply stores or the library supply stores should be able to meet your needs.

Check out MONSTERS IN THE CLOSET: 14 LIVELY FOLKSONGS FOR KIDS WHO LOVE TO SING (cassette tape) by Gerri Gribi and Tom Pease. Order from performers (see performer profiles) for $8.00 (includes shipping).

Use the three calendars that follow as reminders of all the thrilling things of the past. Plan book dsplays covering these events and tie them into the history of your own community.

CAN YOU

CRACK THE CODES ?

KEY:

a-日	e-亦	i-艾	m-母	q-天	u-外	y-木
b-貝	f-發	j-界	n-內	r-月	v-馬	z-水
c-今	g-哥	k-克	o-上	s-下	w-你	
d-手	h-合	l-來	p-卡	t-川	x-其	

亦其卡來上月亦　木上外月　下外母母亦月

川合月艾來來下

日川　川合亦

來艾貝月日月木

!

Grade 1 and up

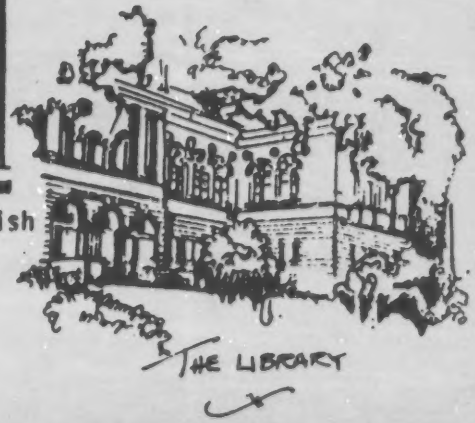
Shu-Chuan Cheng
L. E. Phillips Memorial Public Library
Eau Claire, WI

WHO DONE IT?

Find your way to the book in the center of the maze, then exit at the Library.

Start

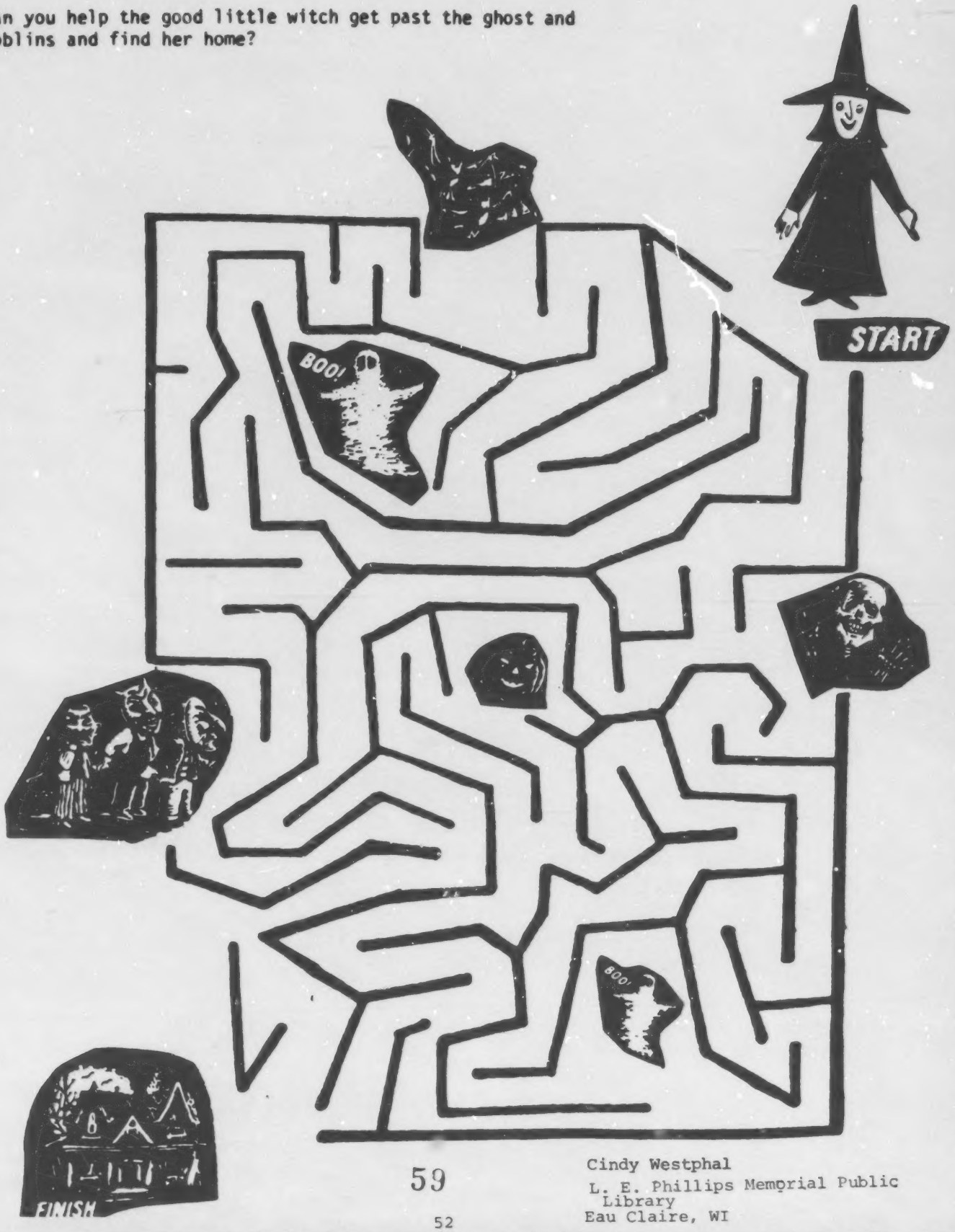
Finish



Lucy Beck
Kenosha Public Library

THRILLERS-DILLERS AND CHILLERS!

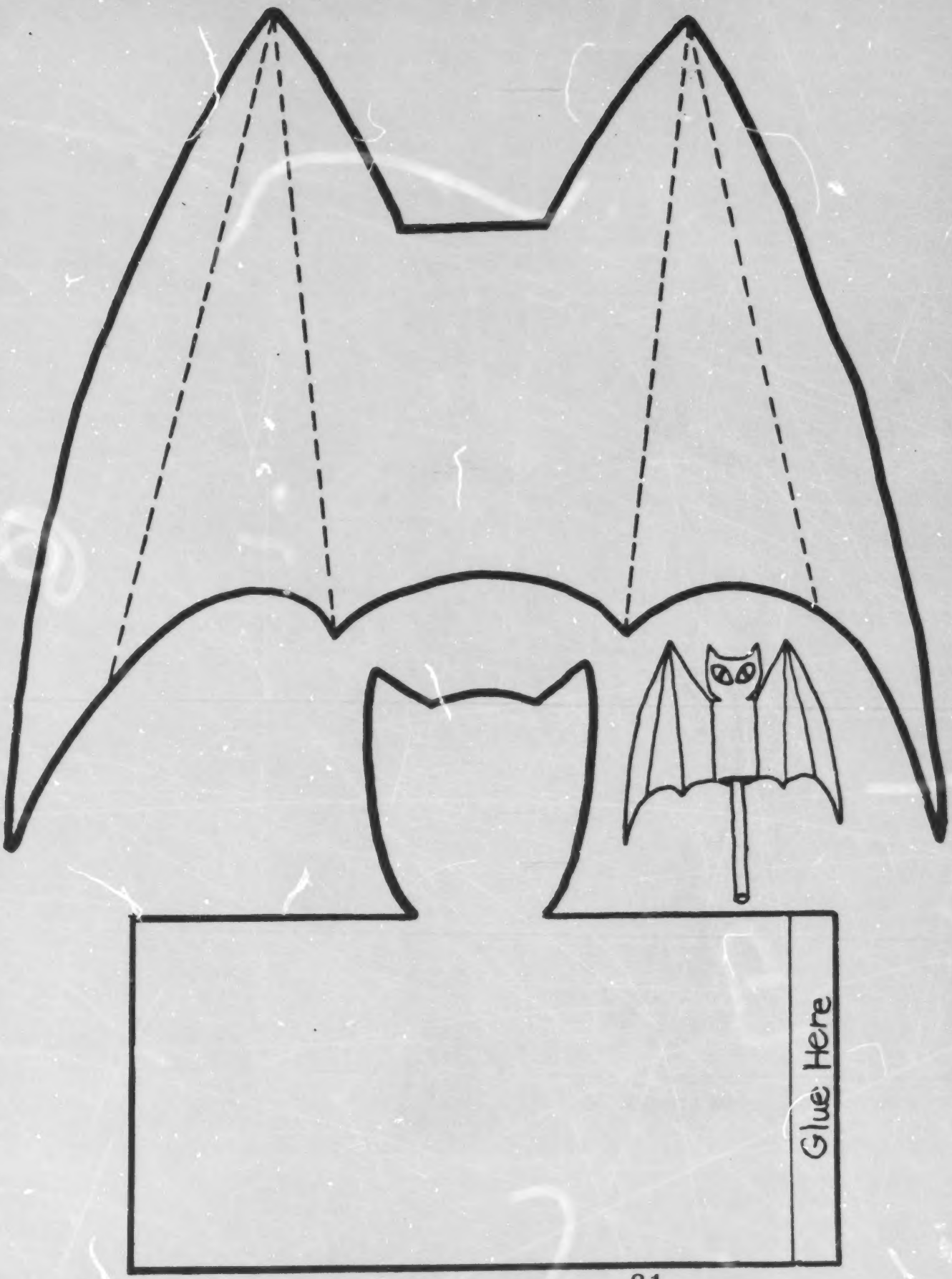
Can you help the good little witch get past the ghost and goblins and find her home?

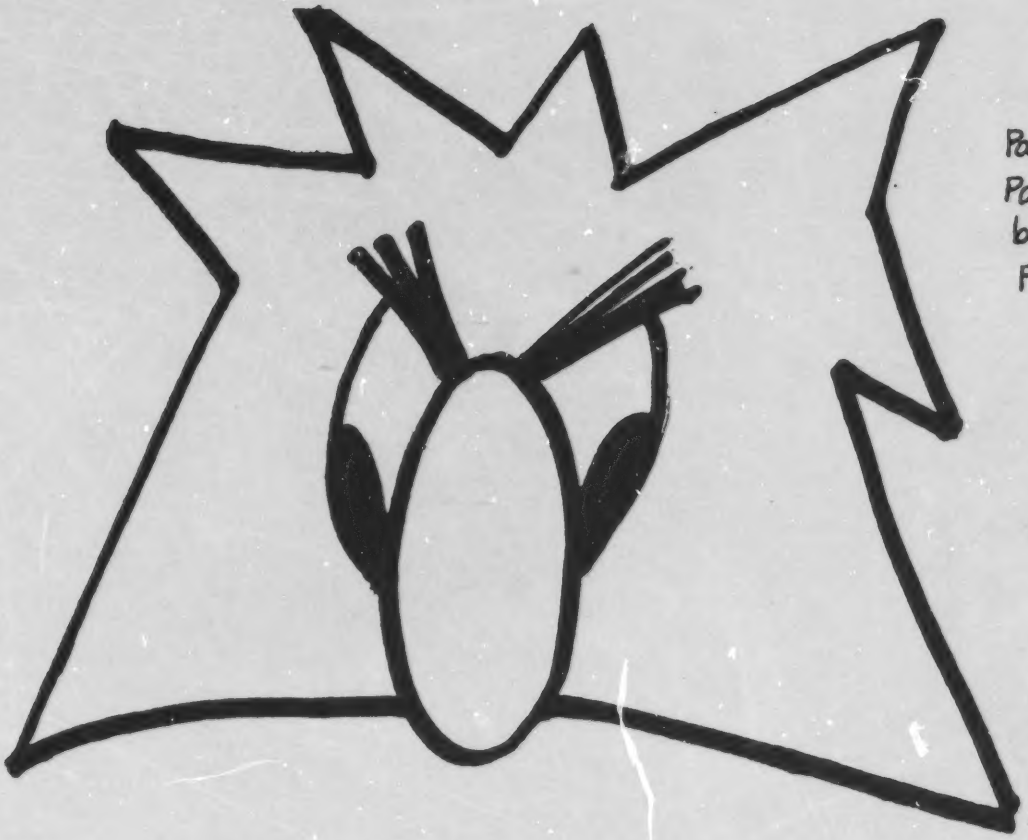


Cindy Westphal
L. E. Phillips Memorial Public Library
Eau Claire, WI

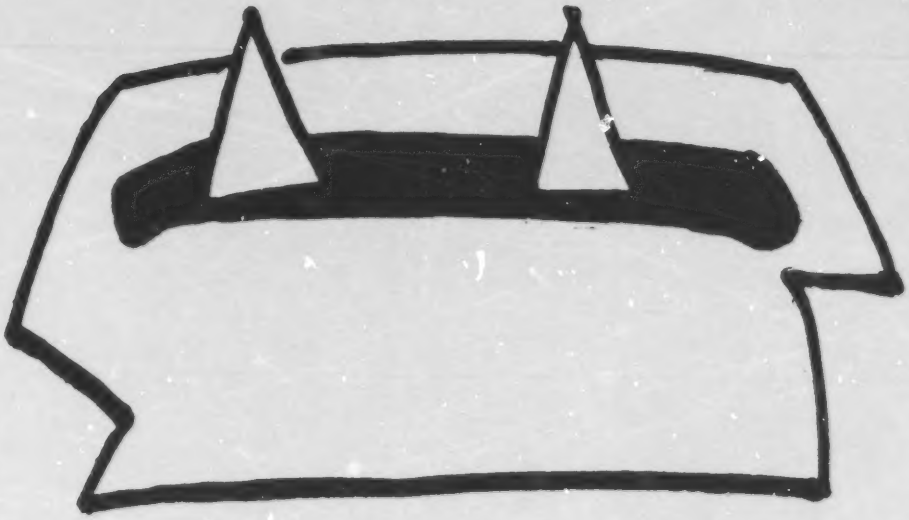
WITCH HAT IS WITCH?

Emma Peterson
L. E. Phillips Memorial Public Library
Eau Claire, WI


Glue Here



Part A.
Paste to bottom of paper bag

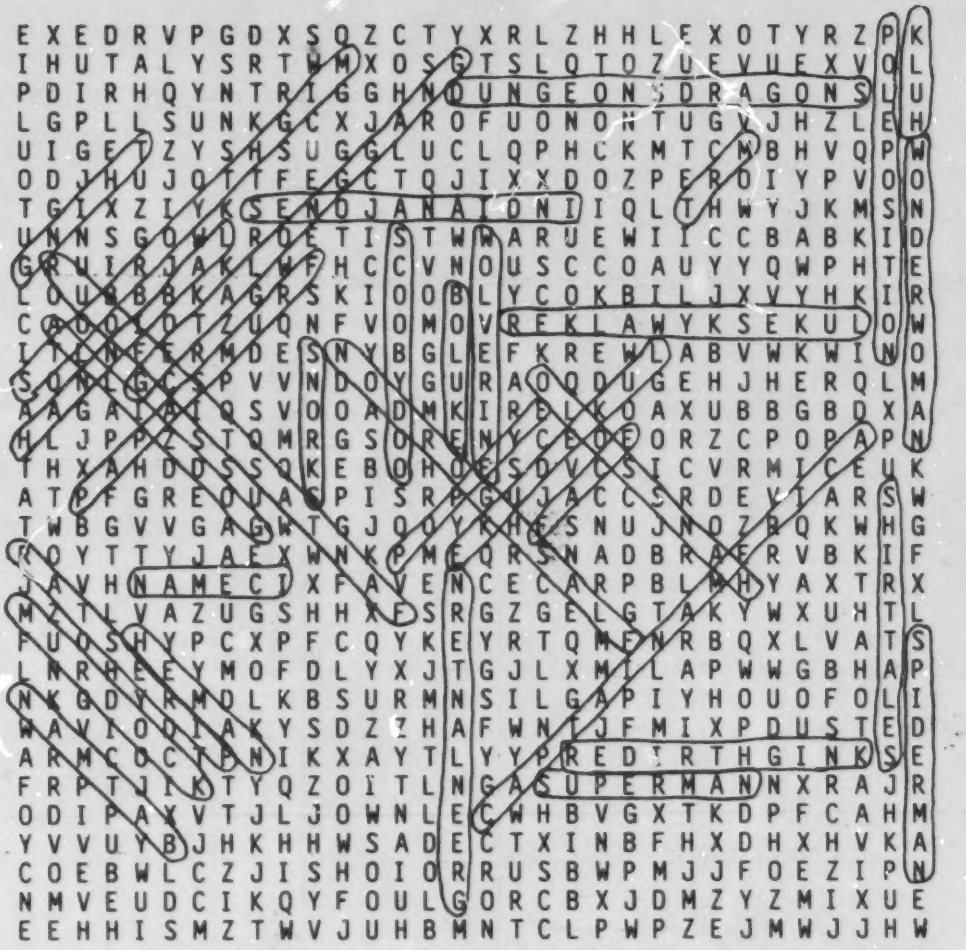


Part B.
Paste under flap formed by folded under bag bottom

Brown Bag Puppet

62

HERO WORD SEARCH



Dawn Bangs
Eleanor Ellis Library
Phelps, WI

JUNE

						Brigham Young (b. 1801) EXPLORER TO UTAH 1
2	Jefferson Davis (b. 1808) PRESIDENT OF THE CONFEDERATE STATES 3	Marie Thible became the 1st woman to fly in a balloon Lyons, France 1784 4	1st balloon flight ever Annonay, France 1783 5	D-Day 1944 6	7	Frank Lloyd Wright (b. 1867 in Richland Center, WI) ARCHITECT 8
George Stephenson (b. 1781) INVENTED THE STEAM LOCOMOTIVE 9	10	Jeannette Rankin (b. 1880) 1st WOMAN TO BE ELECTED TO U.S. CONGRESS 11	12	13	1st non-stop transatlantic flight by John Alcock and Arthur W. Brown 1919 14	15
Valentina Tereshkova (USSR) became the 1st woman in space 1963 16	17	1st American woman in space Sally Ride 1983 18	19	20	Martha Washington (b. 1731) 21	22
Newfoundland discovered 1583 23	24	Custer's Last Stand 1876 25	26	Helen Keller (b. 1880) 27	World War I started 1914 ---- World War I ended 1919 28	29
30						

JULY

	Louis Bleriot (b. 1872) 1st MAN TO FLY ACROSS THE ENGLISH CHANNEL 1	2	3	INDEPENDENCE DAY!!!! 4	5	John Paul Jones (b. 1747) AMERICAN NAVAL OFFICER 6
7	1st public reading of the Declaration of Independence Philadelphia 1776 8	Elias Howe (b. 1819) INVENTOR OF THE SEWING MACHINE 9	Wyoming became the 44th state 1890 10	John Quincy Adams (b. 1767) 6th PRESIDENT OF THE U.S. 11	12	13
14	15	Roald Amundsen (b. 1872) DISCOVERED THE SOUTH POLE 16	Douglas Corrigan left New York to fly to LA; instead he landed in Dublin, Ireland 1938 17	18	19	Sir Edmund Hillary (b. 1919) EXPLORER, MOUNTAINEER, 1st MAN TO CLIMB MT. 20 EVEREST
21	Pied Piper of Hamelin Anniversary 1284(?) 22	23	Amelia Earhart (b. 1898) AVIATOR 24	1st airplane crossing of the English Channel 1909 25	26	27
Terry Fox (b. 1958) ran 3,328 miles on an artificial leg to earn $24 million for cancer research 28	29	Henry Ford (b. 1863) AUTOMOTIVE PIONEER 30	31			

AUGUST

				Colorado became a state 1876 1	Declaration of Independence signed Philadelphia 1776 2	Christopher Columbus set sail with the Nina, Pinta, and Santa Maria 1492 3
Coast Guard founded 1790 4	1st English colony in North America Newfoundland 1583 5	1st atomic bomb dropped Hiroshima, Japan 1945 6	Purple Heart created 1782 7	8	2nd atomic bombing Nagasaki, Japan 1945 9	10
 11	12	Alfred Hitchcock (b. 1899) MASTER OF SUSPENSE 13	V.J. Day Japan surrended 1945 14	Napoleon Bonaparte (b. 1769) FRENCH EMPEROR 15	16	1st balloon crossing of the Atlantic Ocean 1978 17
Meriwether Lewis (b. 1774) EXPLORER 18	Orville Wright (b. 1871) AVIATION PIONEER 19	20	Hawaii became a state 1951 21	22	 23	24
Allan Pinkerton (b. 1819) DETECTIVE 25	26	27	28	29	30	31

DETECTIVE DUDLEY DILLERS AND THE CASE OF THE DANGEROUS DOG-NAPPERS

A Puppet Script for Two Puppeteers

by

Helen Mabrey
L. E. Phillips Memorial Public Library
Eau Claire, Wisconsin

CAST OF CHARACTERS

DETECTIVE DUDLEY DILLERS: a poor, honest, brave private detective, the hero.

MRS. PRISCELLA PUMPHREY: a wealthy, stern, elegant widow, owner of Prince Tolliver Cedric.

DR. OTTO CHILLERS: evil, mad scientist.

GUS THRILLER: evil, lazy henchman for Dr. Chillers.

MRS. FORBES: town librarian.

PRINCE TOLLIVER CEDRIC: pampered pooch.

RABBIT: one which Tolliver chases.

NOTE: All of the above are hand puppets (with workable hands) except for the dog who is a mouth-type puppet. The rabbit is either type or else a stick puppet (or a toy on a stick). Change sex or ages of puppet characters if desired. Make them animal characters if desired.

SUMMARY OF PLOT

Dr. Chillers forces Thriller to capture another dog for the evil experiments going on at the castle. Thriller catches Tolliver who has been chasing a rabbit. Mrs. Pumphrey looks for her dog in vains and hires Detective Dillers to find her pet. Detective Dillers follows the dog's trail to Dr. Chillers' secluded castle. After meeting the villain, the detective is suspicious and goes to the town library to find out more about Dr. Chillers. The librarian finds the information which confirms Dillers' suspicions. Dillers rescues Tolliver. They flee the castle. Tolliver and Mrs. Pumphrey are reunited. For kindergarten through third grade.

SCENE I

(Dr. Chillers' Castle)

Thriller is alone on stage. He is asleep and snoring loudly.

Dr. C (calls from off-stage sternly): Thriller! Thriller! Come here! At once!

Dr. C (entering): There you are! Sleeping on the job again, are you? I'll teach you to obey. (Dr. C. exits and re-enters with a broom.) Get up, you lazy bum (he hits Thriller with the broom).

Thriller wakes up with a snort and fright. He starts crawling away as his boss berates him and chases him with the broom.

Dr. C: Catch me another dog! Now! Right now!

Dr. Chillers continues to yell at Thriller and chases him off the stage. Dr. Chillers re-enters without broom.

Dr. C: I must have another dog so I can continue my work. It's only a matter of time before my experiments will enable me to rule the world! He exits with glee.

SCENE II

(The Countryside)

Thriller enters with butterfly net, searches, and exits. Prince Tolliver Cedric enters, sniffs, searches, and exits. The rabbit enters and exits. The dog re-enters, searching for the rabbit, and exits. Then rabbit re-enters, followed by dog. They exit. Next time the rabbit, dog, and Thriller enter. The dog is stalking the rabbit. Thriller is stalking the dog. Eventually Thriller catches the dog, who has been wearing a collar. Then Mrs. Pumphrey from off-stage starts calling for her dear, darling, naughty "Tollie," searches onstage, and exits, still calling. She could be carrying a leash.

SCENE III

(Detective Dillers' Office)

Dillers is pacing back and forth.

DILLERS: (to audience) If I don't get a client by tomorrow, I'll have to find another line of work.

Knocking sound. Dillers looks at door.

DILLERS: That could be a client now! How do I look?

He looks himself over, pats his hair down.

Dillers goes to door to answer. Mrs. Pumphrey enters.

MRS. P: (looking him over) Are you Detective Dillers?

DILLERS: Yes, madame. At your service. Private Detective Dudley Dillers. I take any kind of case. (He bows.)

MRS. P: Hmmmmmm (a hint of disapproval). I'm a very busy person, so I'll come right to the point. I want to hire you to find my Tollie!

DILLERS: Your husband?

MRS. P: (insulted) My dog!

DILLERS: Oh!

MRS. P: You said you take all kinds of cases . . .

DILLERS: Yes, I do. Please tell me about your dog, Mrs., er Mrs.?

MRS. P: Mrs. Priscella Pumphrey the IV.

DILLERS: (to audience) The richest lady in town!
(to Mrs. P.) I'm honored, Madame. And now about Tollie?

MRS. P: Prince Tolliver Cedric. He's a pedigree.

DILLERS: How long has he been missing?

MRS. P: Eight hours.

DILLERS: Where did you last see him?

MRS. P: On the grounds near my estate. I'll take you there now.

DILLERS: What does Prince . . .

MRS. P: Prince Tolliver Cedric.

DILLERS: Prince Tolliver Cedric look like?

She describes the dog as they exit.

SCENE IV

(Countryside)

Mrs. Pumphrey enters with Dillers.

Mrs. P: This is the place where I last saw Tollie.

Dillers looks around.

DILLERS: Has he ever run off before?

MRS. P: (embarrassed) Er..., er..., Yes. (pause) He has the nasty habit of chasing after rabbits. I tried to break him of the habit. But he has always come back home. Something has happened to him. Something or someone is keeping him from me.

Dillers continues to look around.

DILLERS: Don't worry, Mrs. Phumphrey, I'll find your dog soon and bring him home to you before dark.

MRS. P: (suppressing a sob) He's never spent a night away from home before. Who's going to give him his evening meal of chicken livers with vitamins and cod liver oil and his warm cocoa at bedtime?

DILLERS: (comforting her) You will! Just wait and see. Detective Dudley Dillers always gets his man . . . er, dog! Please try to rest now.

She exits.

Dillers continues searching, exiting and re-entering as needed. He could use a magnifying glass. He finds a dog collar, picks it up, and examines it.

DILLERS: (he reads) Prince Tolliver Cedric!

The scene continues with him finding dog hair.

DILLERS: Dog hair! There been some king of struggle or disturbance.

He looks around at the ground.

DILLERS: The ground is disturbed. Dog tracks! And footprints! They lead this way.

He exits, following the tracks.

He re-enters, stops, and looks up.

DILLERS: The tracks are leading up to that castle. I'll ask the people there if they know anything about Tollie.

He exits.

SCENE V

(Dr. Chiller's Castle)

Knocking sound. Thriller enters from one side, crosses the stage, and answers the knock at the door. Dillers enters.

THRILLER: (dully) What do you want? Go away!

Dr. Chiller enters.

Dr. C: Who is it, Thriller?

DILLERS: I'm a neighbor. I'm looking for a dog that wandered away. A dog so big . . .

Dr. C: We haven't seen any dog.

Barking sound from offstage. There's a pause in conversation.

Dr. C: That is, no dog but our own. I'm sorry that we cannot help you. Thriller will show you the way out. Good day. (Dr. C. exits)

Dillers tries to look around during this conversation, especially after he hears the barking. Thriller and Dillers exit.

SCENE VI

(The Town Library)

Mrs. Forbes is sitting or standing at a table. Perhaps other miscellaneous characters could come and go with their books. Dillers enters. Mrs. Forbes looks up.

MRS. FORBES: Hello, Dudley! How's the detective business?

DILLERS: Fine, Mrs. Forbes. I'm working on a case now and I need your help.

MRS. FORBES: Yes of course. What can I do for you?

DILLERS: Do you know who lives in the castle not far from Mrs. Pumphrey's estate?

MRS. FORBES: Oh, you must mean Dr. Otto Chillers. He's renting the old Augsburg castle. He sends his servant to pick up his library books. I think he's some kind of scientist. He never entertains company. That is the rumor anyway.

DILLERS: A scientist! Tell me, does the library have a book which tells about scientists?

MRS. FORBES: Yes, I'll get it for you.

She exits and re-enters with a big book. She exits after giving Dillers the book.

Dillers reads book.

DILLERS: (read) Dr. Chaney, Charlson, Childs, here his is, Dr. Otto Chillers. Physican, professor, scientist, researcher . . .

Dillers pauses, looks up.

DILLERS: Why is such a reknowned scientist renting a castle here? What is he hiding? And why did he lie about Tollie? I'll sneak into the castle and have a look around.

Mrs. Forbes re-enters.

MRS. FORBES: How are you doing?

DILLERS: You've been a great help, as always. Thank you.

MRS. FORBES: You're welcome.

DILLERS: Goodbye!

He exits.

MRS. FORBES: Goodbye!

She exits with book.

SCENE VII

(Dr. Chillers' Castle)

Thriller is sleeping and snoring as in the first scene.

Dillers sneaks on-stage.

DILLERS: (to audience) Shhh! I have to get past this thug if I'm going to get to look around.

Dillers hides and then almost wakes up Thriller as he sneaks past him. Dillers hides on opposite side of stage.

Dr. Chillers calls from off-stage.

Dr. C: Thriller! Come here at once, Thiller!

Thriller jumps up and runs off. Dillers re-enters and sneaks after Thriller.

Dr. Chillers and Thriller enter.

Dr. C: Bring the new dog to my laboratory in five minutes. I have the injection almost ready. Meet me there.

Dillers listens at side of stage. Dr. Chillers and Thriller exit.

DILLERS: (to audience) I was right! But I have to act right away. There's no time to call the police.

Dillers looks around quickly. He finds a broom, the only weapon he can find.

DILLERS: This might come in handy.

Dillers hides.

Thriller re-enters, leading Tollie (minus collar) on a rope. Dillers trips Thriller with the broom and/or hits him with the broom. Dillers escapes with Tollie after calling him.

DILLERS: Here, Tollie; Good boy, Tollie. (pets the dog)

They exit.

Dr. Chillers enters.

DR. C: (to Thriller) Thriller! Drats, where's the new dog?

THRILLER: (recovering) He got away with that fellow that was here today . . .

DR. C: What! You numbskull! He pushes and beats on Thriller.

DR. C: Hurry! After them! He'll tell the police.

They exit.

SCENE VIII

(The Fight/Chase Scene in the Countryside)

Dillers and Tollie escape from the castle but are pursued by the two villains. Thriller could be carrying a butterfly net. Dr. Chillers could be carrying a broom. Develop a chase and/or fight sequence. Include such actions as sneaking, hiding, doubletakes, tripping, popping in and out or up and down, mix-up characters, barking, biting, falling down, going backwards, using two levels of stage area, etc. The dog could rescue Dillers. The villains could knock each other down. Use background music. Make this scene the most exciting and comical of the play.

Of course, Dillers and Tollie defeat the villains and escape.

SCENE IX

(Mrs. Pumphrey's Estate)

Mrs. Pumphrey is crying.

MRS. P: It's almost sunset. Oh, where is my dear, darling baby?

Barking is heard from off-stage.

Mrs. Pumphrey looks up. Tollie runs on, and he give her lots of sloppy kisses of greeting. Mrs. Pumphrey responds in the same way.

Mrs. P: Tollie, Tollie. You've come home to Mommy!

Dillers enters.

MRS. P: Detective Dillers, you've kept your word. You will receive a bonus, and I'll tell all my friends about your truly excellent detective agency.

DILLERS: Thank you, Mrs. Pumphrey, I am honored. And don't worry about the villains who stole your dog. They will never steal anything again. I have called the police.

Just then the rabbit hops by. Tollie breaks lose from his mistress and chases after the rabbit.

Mrs. Pumphrey and Dillers start running after Tollie and the rabbit. They call Tollie's name.

DILLERS: Here we go again. Goodbye everybody!

They exit.

THE END

PRODUCTION NOTES

PROPS

Broom	Table	Dog fur
Leash and Collar	Books	Magnifying lens
Rope	Butterfly net	

Keep any scenery and furniture simple.

Give Dr. Chillers a white laboratory coat, a beard, glasses, moustache, and a crisp, accented manner of speech. Thriller should be hairy and ugly and have slow speech. Mrs. Pumphrey should have a stern voice and elegant but tailored clothes. Tollie should be lovable and clumsy. The librarian? That's up to the puppeteers!

This is a "barebones" script. Enrich the dialogue. Develop the characters and the action. Add humor. Maybe there could be a sidekick for Dillers. Other possibilities: making the investigation more difficult and interesting, making the castle a more dangerous place, and making the mad scientist more cunning. Whatever is added, the climax (fight/chase scene) should be the most exciting one.

READING RAINBOW

The educational television series READING RAINBOW, which will be broadcast statewide by the Wisconsin Educational Television Network and affiliate channels beginning in mid-June, offers a complete lineup of THRILLER-DILLERS AND CHILLERS! Designed to offset the "summer loss phenomenon" in which young children lose some of their newly acquired reading skills, READING RAINBOW incorporates mysteries and clues, discoveries, and adventure after adventure of the mind in its highly acclaimed programs.

Now entering its third season, READING RAINBOW continues its fun-filled, magazine-style format that highlights one feature book each show. The series' energetic host, LeVar Burton, returns along with guest narrators including James Earl Jones, Lily Tomlin, Lou Rawls, Madeline Kahn, Vincent Gardenia, Maya Angelou, Ruth Buzzi, and Michael Ansara.

Programs are peppered with animation, music, dramatizations, interviews, and field trips to such varied places as Dinosaur National Park and the Crow Indian Reservation in Montana. Each program also features three lively children's book reviews, written by the kids who deliver them on camera.

Tentatively scheduled to begin broadcast on June 10, READING RAINBOW will be shown two times a day, mornings and afternoons, Monday through Friday, on Wisconsin Educational Television Network Channels 20/Wausau, 28/Menomonie, 31/LaCrosse, 36/Park Falls, 38/Green Bay, and affiliate Channels 10/Milwaukee and 21/Madison. Five new programs will be broadcast for the first time this summer, joining the 20 programs previously produced, to provide a variety of summer adventures of which young viewers will never tire. Programs will be rebroadcast throughout the summer to fit into busy schedules.

READING RAINBOW was developed in close consultation with librarians and has been hailed by the American Library Association for its effectiveness in motivating summer reading and the use of local libraries, both by the target audience of first and second grade beginning readers and by parents who wish to encourage their child's enjoyment of good books. In fact, studies have documented the series' effectiveness in meeting its two-part goal of motivating primary level students to read good books and to visit their local libraries. The series, which has been broadcast for the past two summers on the Network, recently won a National Education Association Award for the advancement of learning.

Promotion

The Wisconsin Educational Television Network will be publicizing READING RAINBOW through press releases to educational publications and the general press. In addition, the series will be promoted statewide in the Regional Service Unit member schools, where every first, second, and third grader will receive a flyer on READING RAINBOW, including broadcast times and an order form for the READING RAINBOW Gazette, an activity-oriented tabloid full of games, puzzles, and other fun, educational activities. A sample flyer will also be sent to each public library system in the state, and libraries are welcome to duplicate and distribute it to new patrons.

Intended for use with the series to amplify the skills and concepts introduced in the television programs, the Gazette is equally accessible to children who have not viewed the programs. A letter to parents prepared by the READING RAINBOW production staff and inserted in the Gazette focuses on creative television viewing in the home, program descriptions, and highlights of special interest.

Copies of the Gazette can be ordered beginning in April 1985 from: READING RAINBOW Gazette, P.O. Box 4545, Madison, WI 53711. The price has not yet been determined but will probably be in the $2.00 to $3.00 range. The Gazette will be promoted on Wisconsin Educational Network channels beginning in late May.

READING RAINBOW readily lends itself to use in and by libraries. The READING RAINBOW logo may be duplicated for library decoration or other uses. Displays of the books featured and reviewed on READING RAINBOW also help translate the enthusiasm for books generated by the series into actual reading practice. Lists of the books featured and reviewed on each program will be available in April 1985 from: Reading List, P.O. Box 4545, Madison, WI 53711.

In past summers many libraries have found that books mentioned on the show are so frequently requested by name that even multiple copies are constantly circulating. Displays and lists of supplemental books related to themes of the programs have helped to deal with this demand and encourage young readers to widen their circle of interest. Displays or lists may even be planned to correspond with the themes of broadcasts.

Projects, Activities, Events

To make the most of READING RAINBOW's potential to motivate reading and library use, libraries have in the past two summers tried a number of fun and interesting projects, activities, and events. Here are some possibilities:

* Incorporate elements of READING RAINBOW programming, such as feature books, "field trip" segments, or program themes in existing summer library activities or displays.

* Plan a weekly or one-time special program to complement or highlight the READING RAINBOW series, such as a READING RAINBOW read-a-thon, book festival, field trip, or storytelling conference.

* Organize a book review contest, with the winners invited to present their book reviews, READING RAINBOW style, at a special program.

A library in New York created a children's art show based on the book adaptations used on READING RAINBOW, displaying children's versions of book art on a bulletin board. Another library held a contest to see how many books a child could find in the library with themes related to READING RAINBOW feature books.

Games and Giveaways

The READING RAINBOW Gazette, mentioned above, offers a wealth of reading and writing games and activities as well as drawing and coloring opportunities.

Cartoon strips with balloons to fill in, crossword puzzles, simple codes, mazes, and word puzzles are among the entertaining things for kids to do. Program-related games can expand the child's horizons, and clip-and-save book lists put good reading at the fingertips of children and parents.

The Gazette measures 10 3/4 by 15 inches and is printed on sturdy paper so it can be used and reused throughout the summer and into the school year. (See information on ordering copies, above.)

READING RAINBOW book lists can be given away and may prove to be popular items.

Audiovisual

Libraries that own television monitors can tune in to READING RAINBOW at broadcast times and encourage young patrons to watch. (In one city, libraries received the loan of TV sets from public schools that weren't using them during the summer months.) Alternatively, libraries may record programs off-air for tape delay presentation at their own convenience during the summer. (The series offers taping right for reuse until July 1987.)

Print

As mentioned earlier, the Network will be offering book lists of READING RAINBOW featured and highlighted books, as well as copies of the READING RAINBOW Gazette. Book lists will be available in April 1985. Gazettes will be distributed shortly before broadcast begins.

Materials for Use with the Handicapped

READING RAINBOW is close captioned for the hearing impaired.

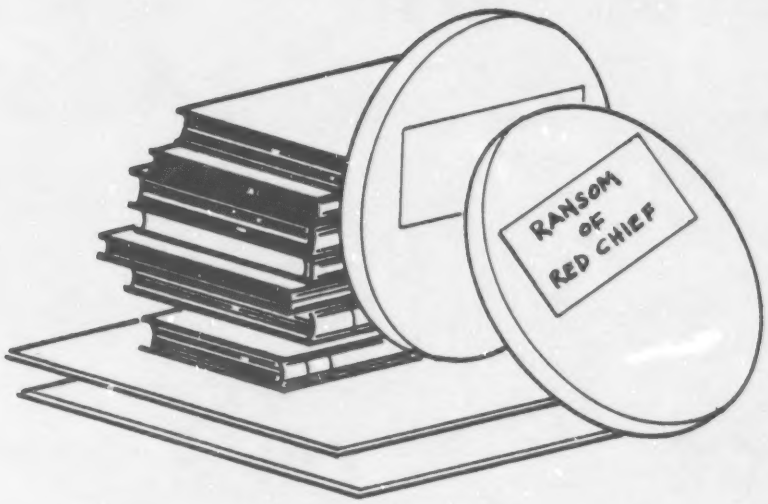
For further information contact Ron Unmacht, Manager of School Services, Wisconsin Educational Television Network, 3319 West Beltline Highway, Madison, WI 53713. Telephone: (608) 273-5524.

Resources

This section contains bibliographies of children's books, a film list, a filmstrip list, and two software package descriptions. In addition to the resources listed in this section, check the "Program, Activities, and Events" section for booklists related to a specific program theme.

A separate article on reaching out to exceptional children offers insight into serving users with special needs and provides an annotated bibliography of materials.

As in previous manuals, performing artists provided descriptions of their program and updated information listed in last year's manual. New artists have been added.



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THRILLER-DILLERS AND CHILLERS!

A Selection of Children's Books Suggested for the 1985 Wisconsin Summer Library Program

Prepared by the Staff of the Cooperative Children's Book Center

The thrill of being alive and being able to share in the adventures of life, whether real or imaginary, belongs to all of us, but children in particular seem to be able to grasp this concept with vigor and joy. This summer's theme, THRILLER-DILLERS AND CHILLERS, exemplifies this energy.

It is the intent of this bibliography to give Wisconsin librarians ideas on programming as well as suggested titles for all ages, from the toddler through young adult. The themes vary to encompass our real and imaginary worlds. The list is by no means inclusive. We hope we have just begun to stimulate your thoughts--to open up your minds--to the THRILLS of summer reading guidance.

In an effort to assist the small and medium size libraries for possible purchases, we have placed an asterisk next to the titles that are outstanding in their category or reading level.

The books listed in this bibliography, along with many other titles, are available at the CCBC all year long for your examination. The titles and authors mentioned may remind you of other books that would be appropriate for this summer's theme.

Write or phone the Center for public service hours and details about using its resources for book examination, evaluation and selection: The Cooperative Children's Book Center, 4290 Helen C. White Hall, 600 North Park Street, Madison, WI 53706 (608) 263-3720.

Kathleen Hay, Project Assistant
Cooperative Children's Book Center
December, 1984

THE THRILL OF BEING ME

*Brown, Tricia. SOMEONE SPECIAL JUST LIKE YOU. Photographs by Fran Ortiz. Holt, Rhinehart and Winston, 1984. 64 pages.
Swimming, dancing, blowing bubbles are just a few of the activities that children enjoy. Black and white photographs help us understand the joy of life in all of us. (All ages)

Charlip, Remy and Moore, Lillian. HOORAY FOR ME! Paintings by Vera B. Williams. Parent's, 1975. 33 pages.
Vibrant multi-colored paintings create a rousing celebration of many of the relationships possible between people: big sister's baby brother, aunt's nephew, cousin's cousin, grandfather's grandfather. (Up to age 6)

Greenberg, Barbara. THE BRAVEST BABYSITTER. Pictures by Diane Paterson. Dial, 1977. 30 pages.
Lisa knows that her babysitter Heather is afraid of the thunderstorm that interrupts one of their regular times together. She suggests dress-up, coloring and dancing to a loud record to keep Heather's mind off the storm. (Up to age 6)

Hahn, Mary Downing. DAPHNE'S BOOK. Clarion/Houghton Mifflin, 1983. 177 pages.
Jessica is furious when her English teacher assigns her work on a class project with Daphne, the sullen girl whom everyone teases. As Jessica becomes better acquainted with Daphne and the harsh environment in which she lives, she begins to value their friendship more than winning acceptance among other peers. A fast moving, painfully realistic novel about 7th grade conformity and conflict. (Ages 9-13)

Hearn, Michael Patrick, editor. BREAKFAST, BOOKS & DREAMS: A DAY IN VERSE. With etchings by Barbara Garrison. Warne, 1981. 34 pages.
Stylized browntone etchings illustrate a well-balanced, cohesive selection of poems which take a child through a school day: breakfast, inside a lab, at the lunchroom, during recess, in the library, with the family, etc. An entertaining variety of poems in an unusual and beautiful book gives a new view of dailiness. (Ages 4-11)

Heide, Florence Parry. THE PROBLEM WITH PULCIFER. Pictures by Judy Glasser. Lippincott, 1982. 54 pages.
Pulcifer just doesn't enjoy TV! He'd rather be reading a book instead, but his parents worry that Pulcifer can't become a successful adult this way. A favorite Kenosha author has accomplished a delightful spoof on television watching. (Ages 7-13)

Henkes, Kevin. ALL ALONE. Greenwillow, 1981. 32 pages.
"No one looks just like or thinks just like I do." A young child reflects upon the importance of time to imagine, think, and enjoy being by himself. A beautifully-designed jacket and endpapers introduce and conclude this carefully made book illustrated with drawings and paintings in blue, green, brown and rose hues. The author/artist grew up in Racine and developed this book when he was a freshman at UW-Madison. (Up to age 9)

*Particularly outstanding title

*Henkes, Kevin. CLEAN ENOUGH. Greenwillow, 1982. 24 pages.
A small boy plays and daydreams in the serenity and solitude of his bathtub. The handsome design and soft two color illustrations sustain the reflective mood of the story, beautifully written and illustrated by a Racine resident and UW-Madison student. (Ages 2-4)

Hurd, Edith Thacher. I DANCE IN MY RED PAJAMAS. Pictures by Emily Arnold McCully. Harper & Row, 1982. 28 pages.
A night spent at her grandparents' house means a splendid time for Jenny and the grandparents as they play and bake and build and dance in a very busy day. Both the story and the lively illustrations convey the special bond of affection these three people feel for each other. (Ages 3-7)

*Jukes, Mavis. LIKE JAKE AND ME. Pictures by Lloyd Bloom. Alfred A. Knoft, 1984 (Unpaged).
Alex's image of his new stepfather is one of a strong and capable man, whom Alex wants to please and help. The two characters' natures become entwined as the strong, calm Jake is frightened by a wolf spider that gets lost in his clothing. Alex's bravery comes to the front as he calmly helps Jake overcome his fear and searches for the unwelcomed visitor. A well developed story--full of symbolism and family warmth. (All ages)

Kerr, M. E. ME ME ME ME ME; NOT A NOVEL. Harper & Row, 1983. 212 pages.
A candid memoir of her own adolescence reveals the sources for many of Kerr's novels for young adults and is every bit as funny and insightful. (Age 12 and older)

Lorentzen, Karin. LANKY LONGLEGS. Illustrated by Jan Omerod. Translated from the Norwegian by Joan Tate. A Margaret K. McElderry book/Antheneum, 1983. 90 pages.
Nine year old Di's insights expand: her dog has puppies; her brother's illness will prevent him from becoming old; adults differ in their understandings of life after death; and a boy in her class teases her as well as sharing an important gift. A subtle, perceptive, tender exploration of ideas in an easy story of a loving family. (Ages 7-11)

Magorian, Michelle. BACK HOME. Harper & Row, 1984. 375 pages.
Rusty has returned home to war torn England and her family after being in America for five years during World War II. Her adjustment is difficult as well as her family's. Undaunted, she refuses to give up her independence and lust for life. Her relationship with her mother is challenged and rewarded and together, both learn the art of survival. (Age 11 and older)

*Omerod, Jan. MOONLIGHT. Lothrop, Lee & Shepard, 1982. 28 pages.
Bedtime: supper, a bath, good-night rituals, reading and still it's difficult to fall asleep, even if your parents feel more tired than you do! A charming wordless picture story by an Australian artist. (Ages 3-7)

Pomerantz, Charlotte. POSY. Illustrated by Catherine Stock. Greenwillow, 1983. 48 pages.
"Tell me a story about me. About when I was little." A father tells his daughter a true story and then three more at bedtime. Pinks and yellows predominate in a profusely illustrated sequence of family memories. (Ages 3-9)

*Particularly outstanding title

Shick, Eleanor. JOEY ON HIS OWN. Dial, 1982. 56 pages.
When there wasn't enough bread left for lunch, Joey's mother sent him to the store to buy another loaf. On his first shopping trip alone, the neighborhood seemed bigger and noisier than he remembered. In easy-to-read chapters, Joey completed his errand and enjoyed a new feeling of triumph and confidence. (Ages 4-6)

*Voigt, Cynthia. DICEY'S SONG. Antheneum, 1982. 196 pages.
The time is now, and the place is the Chesapeake Bay region. Four children begin shaping a new life with their grandmother, each in the way which seems right for that individual. The absorbing sequel to Homecoming is primarily Dicey's story, although the strong characterizations of James, Sammy, Maybeth, Gram and the people they meet enrich the skillfully-crafted novel enormously. (Ages 9-13)

THE THRILL OF CREATING YOUR OWN

*Adkins, Jan. THE ART AND INDUSTRY OF SANDCASTLES. Walker, 1971. 30 pages.
Excellent ideas for sandcastle contests or just plain fun at the beach. This book will seldom remain on the shelves in the summertime. (Age 9-adult)

George, Jean Craighead. THE WILD, WILD COOKBOOK: A GUIDE FOR YOUNG WILD-FOOD FORAGERS. Thomas Y. Crowell, 1982. 182 pages.
Great fun for the summer camper or naturalist. (Actually all seasons are represented.) The wild plant is delicately illustrated with detailed description, harvesting and cooking techniques given. (Age 9-adult)

*Goffstein, M. B. A WRITER. Harper & Row, 1984. 32 pages.
A clear understanding of the creative process that takes place when the seeds of imagination are implanted in the mind of a young writer. This is the perfect book to give the young author who wants to spend part of the summer creating that "first book." (Ages 4-8)

Haddad, Helen R. POTATO PRINTING. Crowell, 1981. 64 pages.
Attractive potato prints accompanied by careful explanations of process and step-by-step instructions in words and drawings are arranged by increasing difficulty. Useful as a craft primer or as a design challenge to the knowledgeable craftsperson or adult leader or teacher. (Ages 7-13)

Hou-tien, Cheng. SCISSOR CUTTING FOR BEGINNERS. Holt, Rinehart & Winston, 1978. 44 pages.
A very practical and fun way of learning the art of Chinese art forms. Librarians, teachers and even the youngest of learners will find the book useful for special summertime projects. (Ages 7-13)

Kyte, Kathy S. IN CHARGE: A COMPLETE HANDBOOK FOR KIDS WITH WORKING PARENTS. Alfred A. Knopf, 1983. 115 pages.
A practical guide for children left on their own; either babysitting or while parents work. Life skills such as cooking, first aid, schedule planning, laundering and many more are included to help children help themselves and others.

*Particularly outstanding title

Pitcher, Caroline. MASKS AND PUPPETS. Illustrated by Louise Nevett. Watts, 1984. 30 pages. (Make It Yourself Books)

Simple and clear illustrative instructions for the very youngest of craft enthusiasts. Parental help will be necessary at times. (Ages 4-8) Other titles in series: ANIMALS, CARS AND BOATS, and PLANES AND SPACE.

*Walker, Lester. CARPENTRY FOR CHILDREN. Preface by David Macaulay. Overlook Press, 1982. 208 pages.

A clear and logical description of how a variety of objects can be made: a workbench, raft, coaster car, easel, puppet theater, etc. Black and white photographs of real children and practical diagrams of procedures stress safety and show vigor and fun. (Age 9 and older)

*Stiles, David. THE TREE HOUSE BOOK. Avon Books, 1979. 71 pages.

A spiral bound book just meant for children and adults alike who always wanted a simple guide to building a tree house. Four basic designs are included with plenty of tips for the novice. (Age 9 and older)

Walker, Les. HOUSEBUILDING FOR CHILDREN. Overlook Press, 1977. 175 pages.

A do-it-yourself guide for children, parents and teachers. Detailed illustrations of six models along with many instructions for preparation and practice projects. (Age 7 and older)

*Weiss, Harvey. HOW TO MAKE YOUR OWN BOOKS. Thomas Y. Crowell, 1974. 71 pages.

A clear and simple demonstration of book making of a personal nature. Travel journals, diaries, photo albums, and stamp albums are only a few suggestions to fill summer hours. (Age 9-11)

THE THRILL OF DISCOVERING OTHER TIMES AND PLACES

*Aliki. DIGGING UP DINOSAURS. Thomas Y. Crowell, 1981. 33 pages. (A Let's-Read-and-Find-Out Science Book)

An engaging and informative brief description of how scientists uncover, preserve and study fossilized dinosaur bones provides background for youngsters who see such skeletons reconstructed in museums. (Ages 4-11)

*Anno, Mitsumasa. ANNO'S U.S.A. Philomel, 1983. 52 pages.

A wordless, visual and intellectual pilgrimage eastward from Pacific coast across mainland U.S.A. takes observant page-turners back through the centuries to 1492. Folklife and folklore are detailed; humorous visual references to history, literature and pop culture can be identified in the watercolor paintings. (All ages)

*Avi. THE FIGHTING GROUND. J. B. Lipincott, 1984. 157 pages.

Thirteen year old Jonathan wants, more than anything, to get in the Revolutionary War. After all--he knows how to shoot a gun. When the opportunity arises and he is soon captured by three Hessian soldiers, Jonathan learns much more about life and his place in it. (Ages 9-12)

*Particularly outstanding title

Braymer, Marjorie. ATLANTIS: THE BIOGRAPHY OF A LEGEND. Margaret K. McElderry/Atheneum, 1983. 225 pages.

A thorough, serious study explores the legend of the lost island, Atlantis, and the numerous attempts through the ages to rediscover it. The dreamy, speculative nature of the legend is well balanced with an accurate presentation of modern archaelogical methods and scientific inquiry. Indexed. (Age 11 and older)

*Freedman, Russell. CHILDREN OF THE WILD WEST. Clarion/Houghton Mifflin, 1983. 104 pages.

Splendid historical photographs and an accompanying text document the lives of white, black, native American and Asian children growing up in the American West during the 19th century. Frontier schools and celebrations are pictured and described as are the wagon train and "settling down" experiences--all from a child's perspective. Indexed. (Age 7 and older)

Gerrard, Rov. SIR CEDRIC. Farrar Straus Giroux, 1984. 32 pages.

Sir Cedric, a gentle but bold knight , demonstrates bravery and charm when he leads an army in a battle against a ruthless knight who terrorizes the peaceful countryside. (Ages 4-9)

*Hamilton, Virginia. WILLIE BEA AND THE TIME THE MARTIANS LANDED. Greenwillow, 1983. 208 pages.

Set in rural Ohio during late October in 1938, Willie Bea and her family become caught up in two days of confusion and fear generated by Orson Welle's celebrated Halloween broadcast, "War of the Worlds." A remarkable exploration of universes: personal, familial, community, cultural, and . . . beyond? Willie Bea tries to maintain her balance at the center as all of her universes tilt for a short while. Hamilton writes with great insight and humor, brilliantly recreating a time and a place. Honor Book, CCBC Newbery Straw Vote. (Ages 9-13)

*Hertz, Ole. TOBIAS CATCHES A TROUT. Carolrhoda, 1984. 32 pages.

Set in a warm family atmosphere, the TOBIAS books will inform even the youngest of readers about daily life in a small Greenland village, where the temperatures in July average 50 and the only source of income is fishing and seal hunting. Other titles, equally good, which appeared in 1984 are: TOBIAS GOES ICE FISHING, TOBIAS GOES SEAL HUNTING, and TOBIAS HAS A BIRTHDAY. (Ages 4-6)

Irwin, Constance. STRANGE FOOTPRINTS ON THE LAND; VIKINGS IN AMERICA. Harper & Row, 1980. 182 pages.

A chronicle of the five hundred year period of Norse exploration and settlement in North America contains history based on the work of archeologists, runologist, and historian. Current controversies about the Norse exploration are also included. (Age 11-older)

*Leakey, Richard E. HUMAN ORIGINS. Illustrated with photographs. Lodestar Books/E. P. Dutton, 1982. 87 pages.

An authoritative survey of the fossil record traces the physical and cultural evolution of humans from the earliest hominids to modern day Homo sapiens. The author provides clear and accurate background information about evolutionary theory, archaeology, and paleontology and the text is generously illustrated with photographs, drawings, and maps. (Age 11 and older)

*Particularly outstanding title

Mannetti, William. DINOSAURS IN YOUR BACKYARD. Atheneum, 1982. 147 pages.
"If you wonder what dinosaurs were like, simply take a look at birds. For birds actually are a kind of dinosaur here with us today." These words open a well-organized, readable presentation of several new and often surprising ideas scientists have formed and the questions these ideas raise about dinosaurs. Today we know "dinosaurs were 'warm blooded,' that some were very fast runners, . . . that many were smart animals . . . why dinosaurs became so huge, why most became extinct, and why some did not." The author has had a lifelong fascination with dinosaurs. (Age 7 and older)

Pringle, Laurence. "THE EARTH IS FLAT"-AND OTHER GREAT MISTAKES. Illustrated by Steve Miller. William Morrow, 1983. 72 pages.
It's human to make mistakes, and it's humanly encouraging as well as entertaining to read about the risks taken and discoveries made after some known mistakes. Indexed. (Ages 9-13)

Sattler, Helen Roney. DINOSAURS OF NORTH AMERICA. Illustrated by Anthony Rao. Lothrop, 1981. 151 pages.
Dinosaur history is told against a background of vast geological changes. More than 80 kinds of dinosaurs are described in accurate detail and shown in lifelike drawings. North American dinosaur discoveries are indexed by geographic region, state, province, etc. A topical and illustration index are included as is a list of further reading. (All ages)

Swanson, June. THE SPICE OF AMERICA. Illustrated by Priscilla Kiedrowski. Carolrhoda, 1983. 92 pages.
If a summer trip across country is being planned, this book is a must for young trivia buffs. Such tidbits as "Why the White House has that particular name," or "The state that was almost named after Benjamin Franklin" are just a few of the curiosities that are mentioned. (Ages 9-11)

Sutcliff, Rosemary. BONNIE DUNDEE. E. P. Dutton, 1984. 204 pages.
A spellbinding portrayal of a young man's allegiance to the King's cavalry in Scotland during the seventeenth century. The allegiance meant rebellion against his own family and leaving the one person who loved him above all others. (Age 14 and older)

Vogel, Ilse-Margaret. TIKHON. Harper & Row, 1984. 112 pages.
Tikhon, a Russian soldier, trapped in Germany after World War I is befriended by a young girl whose family gives him refuge during this difficult time. A lasting friendship evolves and extends in time even after the soldier disappears one day, never to return.

THE THRILL OF OUR NATURAL WORLD

Bonners, Susan. A PENGUIN YEAR. Delacorte, 1981. 44 pages.
Blue and black watercolor paintings enliven 44 pages of fascinating material about the life cycle of the Adelie penguin of Antarctica. (Ages 7-11)

*Particularly outstanding title

Branley, Franklyn. HALLEY: COMET 1986. Diagrams by Sally J. Bensusen. Lodestar/E. P. Dutton, 1983. 83 pages.

"Comets are about as close to nothing as something can get." Yet throughout history, people have always been fascinated by the appearance of comets, particularly Halley's, which may first have been recorded by Chinese astronomers in 1057 B.C. Branley covers the scientific study. (Ages 9-13)

Carrick, Carol. TWO COYOTES. Illustrated by Donald Carrick. Clarion Books. 32 pages.

The struggle of a pair of coyotes living along a forest edge to survive a winter is pictured realistically in masterful watercolors and told in a short, fictionalized narrative. Stunning three color illustrations of wildlife and a matter-of-fact approach to the realities of wild creatures living in their natural relationships to each other and to their surroundings mark this fine book. (Ages 4-9)

Goldner, Kathryn Allen and Vogel, Carole Garbuny. WHY MOUNT ST. HELENS BLEW ITS TOP. Illustrations by Robert Aggarwal. Dillon, 1981. 88 pages.

An unusually large variety of photographs, charts, and other graphics--many in two-colors or full-color, illustrate and expand the information about one volcano as well as that about general characteristics of volcanoes, how eruptions can be predicted, and some famous eruptions. The author is a science teacher who grew up near Verona and Mount Horeb. (Age 9 and older)

Goor, Ron and Nancy. ALL KINDS OF FEET. Thomas Y. Crowell, 1984. 48 pages. (A Let's-Read-and-Find-Out Science Book)

Learning why the animal world has such a variety of feet is great fun in this well photographed and informative picture book. Will appeal to all ages. (Ages 4-8)

*Gustafson, Anita. SOME FEET HAVE NOSES. Drawings by April Peters Flory. Lothrop, Lee & Shepard, 1983. 96 pages.

Amazingly thorough presentation of the animal world's ability to adapt to their environment. The various uses of an animal's foot, from smelling--to opening clams--to combing hair are just a few considerations given. Excellent photographs and illustrations. (All ages)

Hughes, Ted. UNDER THE NORTH STAR. Illustrated by Leonard Baskin. Viking. 47 pages.

A sophisticated sequence of poems accompanied by full-color drawings capture the barren ad isolated environment in which 24 creatures survive: loon, wolverine, muskellunge, heron, brooktrout, skunk, and others are presented by an internationally-known poet and artist. (Age 11 and older)

*Isenbart, Hans-Heinrich. A DUCKLING IS BORN. Illustrated by Othmar Baumli. Translated from the German by Catherine Edwards. Putnam, 1981. 38 pages.

Full-color photographs trace the life cycle of mallard ducks. A stunning sequence of photographs shows the development of a duckling inside an unhatched egg. (Ages 4-11)

*Particularly outstanding title

*Johnson, Sylvia. POTATOES. Learner Publications, 1984. 47 pages.
Excellent photography depicting the various stages of growth of this popular vegetable. Microscopic pictures as well as pictures of man's process for harvesting are the main interests of this informative work. One of a series including: mushrooms, cactus, apple trees, and various animals. (Ages 7-adult)

Kevles, Bettyann. THINKING GORILLAS: TESTING AND TEACHING THE GREATEST APE. Dutton, 1980. 167 pages.
A review of the work of several prominent ethologists is unified by its focus on the gorilla's cognitive capacities. (Ages 11-14)

Komori, Atsushi. ANIMAL MOTHERS. Illustrated by Masayuki Yabuuchi. Philomel, 1983. 32 pages.
Marvelous realistic color drawings of eleven different animals and their young expand an easy, brief text in an exemplary nonfiction book for preschoolers. (Ages 2-6)

Lauber, Patricia. SEEDS, POP, STICK, GLIDE. Photographs by Jerome Wexler. Crown, 1981. 57 pages.
A remarkable combination of photographs and text describe the ways seeds travel with animals and people, the wind and water. Seeds which scatter themselves are also described and pictured. (Age 7 and older)

Pringle, Laurence. FERAL: TAME ANIMALS GONE WILD. Macmillan, 1983. 110 pages.
The economic, environmental, political and humane issues of domesticated animals living independently of human care are discussed in chapters on birds, pigs, dogs, cats, burros, and horses. Numerous captioned photographs vary the layout and convey some of the information. Further readings are listed. Indexed. (Ages 9-13)

Pringle, Laurence. VAMPIRE BATS: William Morrow, 1982. 62 pages.
An informative, objective account of vampire bats, focusing on their social behavior and feeding habits, as well as the attempts by human to control them. The usual overdramatization of these particular creatures subsides as one reads a low-key, interesting book explaining vampire bats' niche in the world of nature. (Ages 7-14)

*Wolff, Ashley. A YEAR OF BIRDS. Dodd. Mead, 1984.
Colorful block prints depict the visits of various birds through each month of the year. Young readers will enjoy participating in the family's fun and life, as each member grows and encounters nature throughout the year. (Up to age 6)

THE THRILL OF SUMMER FUN

*Cole, Ann and Haas, Carolyn and Weinberger, Betty. PURPLE COW TO THE RESCUE. Illustrations by True Kelley. Little, Brown, 1982. 160 pages.
Not only great ideas for long rainy days but also fun games for travel, moving and getting acquainted with new friends. The perfect "all year round" activity book.

*Particularly outstanding title

*Gryski, Camilla. CAT'S CRADLE, OWL'S EYES; A BOOK OF STRING GAMES. Illustrations by Tom Sankey. Kids Can Press (585 1/2 Bloor Street West, Toronto, Ontario, Canada M6G 1K5) 78 pages.

Visual and verbal instructions for 28 string figures, as well as the 13 progressive phases of the Cat's Cradle game, are clearly presented. Notes about the origin and extent of each figure place this ancient art into a cultural context. (Ages 7-13)

Hunter, Mollie. THE KNIGHT OF THE GOLDEN PLAIN. Illustrations by Marc Simont. A Charlotte Zolotow Book/Harper & Row, 1983. 47 pages.

In his imagination, a young boy becomes Sir Dauntless and sets off to slay dragons and rescue a damsel in distress--until his mother calls him home for supper. A refreshing intertwining of a traditional folktale and a realistic story of a contemporary child at play. (Ages 5-9)

Marshall, Edward. THREE BY THE SEA. Dial, 1981. 48 pages.

Three children make up stories to entertain each other while spending a day at the beach. The three types of stories within one story are a welcome technique in an unusually fine beginning reader. (Ages 5-8)

*Schwartz, Alvin. THE CAT'S ELBOW AND OTHER SECRET LANGUAGES. Pictures by Margot Zemach. Farrar Straus Giroux, 1982. 83 pages.

An original and unusually appealing book describes fourteen secret languages and how they work with practice problems that are actually riddles and jokes. Schwartz's creativity and Zemach's talented use of line express the craziness of codes from American folklife including "Pig Latin," "Iggity," "King Tut," "Kinyume," "Medical Greek" and "Sa-La." One of the best books of the year! (Ages 7-13)

Rockwell, Anne and Harlow. THE NIGHT WE SLEPT OUTSIDE. Macmillan, 1983. 48 pages. (Ready to Read)

Pen and ink drawings with blue overlays illustrate the overnight adventure of two brothers who watch and listen to nighttime sights and sounds while camping out on their deck in sleeping bags. (Ages 6-9)

*Sobel, Jeffrey. EVERYBODY WINS: NON-COMPETITIVE GAMES FOR YOUNG CHILDREN. Illustrations by Paulette Rich Long. Walker, 1982. 146 pages.

Is it possible to play games at parties and on teams without being eliminated or losing? A professional recreation counselor presents 266 basic cooperative games and activities and half again that number of variations for use by parents, teachers, recreation directors, camp counselors and children old enough to be making plans for fun together. Clear directions and good organization increase the book's value as do lists of additional resources, an age level index and a general game index at the back. (Also recommended: THE SECOND COOPERATIVE SPORTS & GAMES BOOK by Terry Orlick. Pantheon. 267 pages.) (Age 3 and older)

Yarmosky, Michael. I'M GOING TO HIT MYSELF A HOME RUN TODAY. Photographs by Bruce Heinrich. Holt, Rinehart & Winston, 1982. 32 pages.

A photographic essay of Diane as she walks through her urban neighborhood is matched with her thoughts. Childlike and upbeat with reflections on Diane's hopes, her teacher, a doctor who helped her grandmother and, as the title indicates, her upcoming ball game. (Ages 6-10)

*Particularly outstanding title

Zaslavsky, Claudia. TIC TAC TOE. Illustrations by Anthony Kramer. Thomas Y. Crowell, 1982. 90 pages.

A book filled with three-in-a-row games gives instructions for playing and information about their origins, rules, and the traditions surrounding them throughout the world. Tic tac toe has been played by ancient Egyptians and is still being played, even on computers! (Ages 6-14)

THE THRILL OF TECHNOLOGY

*Ardley, Neil. COMPUTERS. Warwick, 1983. 77 pages.

Basic, somewhat detailed, information about computers with discussions of industrial and telecommunication applications is illustrated with clear diagrams and various types of photographs. (Ages 9-13)

Berger, Melvin. COMPUTER TALK. Pictures by Geri Greinke. Julian Messner, 1984. 96 pages.

A dictionary of computer terms with excellent non-stereotypical illustrations that add further meaning to the abstract terminology.

Bolognese, Don and Thorton, Robert. DRAWING AND PAINTING WITH THE COMPUTER. Watts, 1983. 72 pages.

Describes the possibilities of the computer as a medium in the art world. The reader will become more aware of how the artist deals with the computer during the creative process. The pages depicting the use of color in patterns, drawing, lettering and design will be of particular interest. Glossary and Index. (Age 9 and older)

Byars, Betsy. COMPUTER NUT. Viking, 1984. 153 pages.

Young Kate wants to know who is communicating to her through her father's computer terminal. As events evolve and the mystery person turns out to be an alien from another planet, Kate is faced with the dilemma of the alien's forthcoming visit. Funny and introspective at the same time. (Ages 8-10)

*D'Ignazio, Fred. MESSNER'S INTRODUCTION TO THE COMPUTER. Julian Messner, 1983. 288 pages.

The best book published so far about computers integrates important historical events with today's world and discusses the significant projects developed by pioneering women and men in this field. An excellent glossary contains full definitions and explanations. Indexed. (Age 9 and older)

Gibbons, Gail. TOOL BOOK. Holiday House, 1982. 30 pages.

Bold full-color illustrations and a simple text serve to introduce common building tools, classed according to function. (Ages 4-6)

Gibbons, Gail. TUNNELS. Holiday House, 1984. 32 pages.

Excellent illustrations help even the youngest of readers understand the various tunnels made by animals and man. (Ages 4-6)

*Particularly outstanding title

*Hawkes, Nigel. COMPUTERS: HOW THEY WORK. Franklin Watts, 1983. 32 pages. (The Electronic Revolution)

Simple and concise explanations, colorful generic diagrams and full color photographs address typical questions on computer operation. An easy glossary and short index conclude this book which is one of three books on the subject recommended by a content specialist. (Ages 7-11)

Haynes, Mary. WORDCHANGER. Illustrations by Eric Jon Nones. Lothrop, Lee & Shepard, 1983. 252 pages.

When 12 year old William discovers that his power-hungry stepfather has evil intentions, he and his physicist mother flee from New York City and travel cross-country by car, taking with them the stepfather's bizarre, dangerous invention--a radioactive machine capable of changing the printed word. A highly original, often frightening, often humorus, fast paced science fiction adventure explores power, censorship and the responsibility of the scientific community for their discoveries. A page-turner perfect for reading aloud. (Ages 9-13)

Homan, Diane. IN CHRISTINA'S TOOLBOX. Illustrations by Mary Heine. Lollipop Power (P.O. Box 1171, Chapel Hill, N.C. 26514), 1981. 28 pages.

Christina loved carpentry. With her own tools she built a bird house and a tree house. She was also able to fix her bike, saw wood, and adjust her bookshelf. Girls as well as boys will enjoy reading about Christina's ingenuity. (Ages 5-8)

*Lord, Harvey G. CAR CARE: FOR KIDS AND FORMER KIDS. Photographs by Kathryn J. Lord. Atheneum, 1983. 92 pages.

A basic manual of car maintenance and repair assesses the relative difficulty of each project, lists necessary tools and indicates whether or not help will be needed. Step-by-step descriptions are complemented by black and white photographs showing each process as well as by easy to understand drawings. Indexed. (Age 9 and older)

McKie, Robin. LASERS. Franklin Watts, 1983. 29 pages. (The Electronic Revolution)

Clear full color illustrations on every page help the youngest of readers understand the development and use of lasers in our technological world. (Ages 6-10)

Marsh, Peter. ROBOTS. Warwick, 1983. 37 pages.

Dynamic full color illustrations add to the informative text. Various aspects of this technology including the anatomy of a robot and the uses in our present and future world are included. Glossary and index. (Ages 7-11)

*Moore, Patrick. THE SPACE SHUTTLE ACTION BOOK. Illustrations by Tom Simpson. Paper engineering by Vic Duppa-Whyte. Random House, 1983. 12 pages.

A brief text explains the workings of the space shuttle, but true understanding will come through observation of the three dimensional illustrations and manipulation of the movable parts. A small masterpiece of paper engineering. (Age 7 and older)

Robbins, Ken. TOOLS. Four Winds, 1983. (Unpaged)

Full color pictures of various tools used around the home or carpentry shop. A browsing book for the young and not so young. (Age 3 and above)

*Particularly outstanding title

Siebert, Diane. TRUCK SONG. Illustrations by Byron Barton. Crowell, 1984. (Unpaged)
Not only will small children love the rhythmic lyrical presentation but will find much to learn as they travel across country with trucker and big rig. (Ages 4-7)

Silverstein, Dr. Alvin. THE ROBOTS ARE HERE. Prentice-Hall, 1983. 128 pages.
The robot revolution is examined through myth, industrial usage, medical and space application. Facts are separated from fiction. A true eye-opener to the change in our present and future world. (Age 10 and older)

Slote, Alfred. OMEGA STATION. J. B. Lippincott, 1983. 126 pages.
Jack Jameson and his robot twin, Danny One set out to stop the evil genius Otto Drago from destroying the universe. They must find Omega Station, Drago's base, to save the future of all. (Ages 9-12)

Young, Frank. RADIO AND RADAR. Franklin Watts, 1984. 29 pages. (The Electronic Revolution)
The youngest of readers will be able to grasp the mystery of radio waves and radar as they are being used in our everyday lives. Excellent full color illustrations. (Ages 6 and older)

THE THRILL OF TRIUMPHING OVER GREAT ODDS

*Baer, Frank. MAX'S GANG. Translated by Ivanka Roberts. Little, Brown, 1983. 298 pages.
At the end of World War II, five German school children who have been evacuated to Czechoslovakia become separated from their schoolmates and must find their own way home. Their long journey across war torn Europe depicts the horrific destruction, misery and loss, as well as the strength of the human spirit and the will to survive and move onward. (Age 14 and older)

Bahr, Robert. BLIZZARD AT THE ZOO. Pictures by Consuelo Joerns. Lothrop, Lee & Shepard, 1982. 32 pages.
Throughout one of the worst blizzards in U.S. history, workers at the Buffalo Zoo in January, 1977, struggled to keep the animals alive and fed. Over thirty specific zoo creatures are identified and pictured in the full color watercolor paintings on every page accompanying the text. The recounting of these actual events will amaze those who usually enjoy zoos during warm weather and facilitate insight regarding the specialized, continuous care required by creatures living in that environment. (Ages 4-9)

Boutet de Monvel, Maurice. JOAN OF ARC. Translated by A. I. du Pont Coleman and modified for modern readers. A Studio Book published by the Pierpont Morgan Library and Viking Press, 1980. 55 pages.
Remarkable color illustrations evoke the Middle Ages and recreate the story of the French national heroine in a facsimile edition of one of the most famous books published for children, the biography JEANNE D'ARC (1896). (Age 10 and older)

*Particularly outstanding title

Depauw, Linda Grant. SEAFARING WOMEN. Houghton Mifflin, 1982. 246 pages.
Contrary to the myth that women brought bad luck to ships at sea, women have played an important role in maritime history. A highly readable history of women who have gone to sea shows them as pirates, warriors, whalers, and traders, and concludes with a description of their 20th century counterparts. (Age 11 and older)

Epstein, Sam and Beryl. SHE NEVER LOOKED BACK: MARGARET MEAD IN SAMOA. Illustrations by Victor Juhasz. Coward-McCann, 1980. 64 pages.
A fully-documented biography of Margaret Mead focuses on the critical decisions made early in her career on her groundbreaking work on the islands of Samoa. Written in consultation with Mead herself. (Ages 9-13)

Fritz, Jean. WHERE DO YOU THINK YOU ARE GOING, CHRISTOPHER COLUMBUS? Pictures by Margot Tomes. G. P. Putnam's Sons, 1980. 80 pages.
Interesting visual information and written material recount the voyages by which Columbus determined he would get to India before anyone else. Careful notes accompany the text. (Ages 9-12)

Haskins, Jim and Benson, Kathleen. SPACE CHALLENGER. Carolrhoda, 1984. 61 pages
Eventhough he was encouraged throughout High School to learn a trade because he was not "College material," Guin (Guy) Bluford went on to earn his PH.D. and became a member of the Challenger's space shuttle crew. Excellent photographs depicting the rigorous training program for astronauts. (Ages 9-11)

Holman, Felice. THE WILD CHILDREN. Charles Scribner's Sons, 1983. 151 pages.
When his family is arrested after the Bolshevik Revolution, 12 year old Alex survives in the only way he can--by joining a gang of "wild children," homeless orphans who live by their wits in abandoned buildings and in caves, begging or stealing the bare necessities. Although their situation is grim, Alex and his friends cling to each other and to the hope for a better future. Based on her research into the plight of the countless children left homeless after the Revolution, Holman gives a fictionalized account, as harsh as the lives they led and as strong as those who survived it. (Age 11 and older)

Hunter, Mollie. HOLD ON TO LOVE. Harper & Row, 1984. 251 pages.
Set in Scotland just prior to World War II, this sequel to, A SOUND OF CHARIOTS, demonstrates the determination of Bridie McShane's pursuits to become a writer, in spite of the great obstacles that confront her. (Age 11 and older)

Lasker, Joe. NICK JOINS IN. Albert Whitman, 1980. (Unpaged)
A mainstreamed child who requires a wheelchair discovers ways of overcoming apprehensions about new school experiences.

McCunn, Ruthanne Lum. PIE-BITER. Illustrations by You-shan Tang. Design Enterprises of San Francisco (P.O. Box 14695, San Francisco, CA 94114). 30 pages.
On a bitter, snowy day a young girl is sent out into the woods to gather flowers for he lazy stepsister. She finds the 12 month brothers who agree to help her by letting brother March stand in for brother January. Her stepsister meets a different fate when she seeks out the month brother herself. Detailed watercolor paintings in full color illustrate the Czechoslavakian folktale. (Ages 5-9)

*Particularly outstanding title

*Margorian, Michelle. GOOD NIGHT, MR. TOM. Harper & Row, 1982. 318 pages.
During World War II, a lonely widower takes an 8 year-old London evacuee into his home and soon discovers that the shy and fretful boy has been the victim of child abuse. In a warm and loving environment, the boy slowly begins to overcome his deep emotional problems until he is forced to return to the care of his mother in London. Excellent character development highlights this fine story. (Age 11 and older)

Morrison, Dorothy Nafus. CHIEF SARAH: SARAH WINNEMUCCA'S FIGHT FOR INDIAN RIGHTS. Atheneum, 1980. 170 pages.
Sarah Winnemucca was a Paiute Indian scout, lecturer, author, educator and lobbyist. Numerous photographs throughout the text supplement this personal chronicle of white westward expansion in the United State during the late 1800's. (Age 9 and older)

*Provensen, Alice and Martin. THE GLORIOUS FLIGHT: ACROSS THE CHANNEL WITH LOUIS BLERIOT, July 25, 1909. Viking 1983. 39 pages.
In 1901, Frenchman Louis Bleriot, an inventor and the father of a large family, dreamed of flying in his own airship. Eight years, eleven planes and several mishaps later, Bleriot, with his family cheering him on, became the first person to fly across the English Channel. The shifting perspectives of the bronze-tinted watercolor paintings give viewers a real sense of a true glorious flight. Honor Book, CCBC Caldecott Straw Vote. (Ages 4-11)

*Selden, Bernice. THE MILL GIRLS; LUCY LARCOM, HARRIET HANSON ROBINSON, SARAH G. BAGLEY. Atheneum, 1983. 191 pages.
Reconstructs the lives and work of three 19th Century American women who started their careers as mill workers in Lowell, Massachusetts: Lucy Larcom, who achieved fame as a poet, writer and editor; Harriet Hanson Robinson, who, along with her daughter, Hattie, became influential leaders in the Woman Suffrage Movement; and Sarah G. Bagley, a labor organizer who devoted her own life to improving the lives of her sister textile workers.

An exemplary work of nonfiction, drawing heavily on primary sources such as letters, journals and newspaper articles characterizes the three as distinct individuals who chose different careers, but who were united by the mill experience, instrumental in instilling in each a strong sense of self-worth and a desire to change the world they lived in. Indexed. (Age 11 and older)

Siegal, Aranka. UPON THE HEAD OF THE GOAT; A CHILDHOOD IN HUNGARY 1939-1944. Farrar, Strauss, Giroux, 1981. 214 pages.
An autobiographical account of rural and urban circumstances relating to Hitler's take-over of Hungary and one family's subsequent fate in a concentration camp. Restraint and integrity mark this unique personal narrative told through young Piri's point of view. A 1982 Newbery Honor Book. (Ages 9-13)

Townsend, John Rowe. DAN ALONE. J. B. Lippincott, 1983. 214 pages.
When his grandfather dies and his mother abandons him, Dan survives by joining a gang of thieves. Dan never relinquishes his dream of finding a real family. An intricately plotted novel, reminiscent in tone of Dickens. (Age 9-13)

*Particularly outstanding title

Uchida, Yoshika. THE BEST BAD THING. A Margaret K. McElderry Book/Atheneum, 1983. 120 pages.

One family helps another through a troubled time, which means to young Rinko that she has to spend the summer of 1935 in East Oakland with widowed Mrs. Hata and her two pesky sons. Three personal life styles, each true to Japanese-American culture in that decade, are pictured in a novel which continues the family story begun in the book A JAR OF DREAMS. (Ages 9-13)

ADVENTURE

*Alexander, Lloyd. THE BEGGAR QUEEN. E. P. Dutton, 1984. 237 pages.

A dramatic climax to the Westmark trilogy (WESTMARK, 1982 & KESTREL, 1983). Eventhough the war with Regia is over, the new queen and her consorts find the conflicts from within and without the country are just beginning. A story of betrayal, heroism and inevitable climax. (Ages 10-14)

Avi. THE HISTORY OF HELPLESS HARRY, TO WHICH IS ADDED A VARIETY OF AMUSING AND ENTERTAINING ADVENTURES. Pictures by Paul O. Zelinsky. Pantheon, 1980. 179 pages.

A comic adventure story built on a series of miscommunications and wrong assumptions. Short action-filled chapters use 19th century English and incorporate details of 19th century life. (Ages 9-12)

*Bauer, Marion Dane. RAIN OF FIRE. Clarion/Houghton Mifflin, 1983. 53 pages.

Twelve year old Steve, Becca and the twins spent most of the summer of 1946 digging a foxhole in the woods near their small Illinois town. A new boy from Chicago challenges their way of playing war as well as their assumption that Steve's older brother Matthew is a war hero. A taut, attention riveting story moves inexorably and logically from one suspenseful incident to the next. Strong characterization, superb dialogue and authentic details of time and place mark this provocative novel. The author once taught English in Waukesha. Honor Book, CCBC Newbery Straw Vote. (Ages 9-13)

Coerr, Eleanor. THE BIG BALLOON RACE. Pictures by Carolyn Croll. Harper & Row, 1981. 62 pages. (An I Can Read Book)

Three easy-to-read chapters tell a story based on an actual family of balloonists: the Myers Family of whom Carlotta was the most expert and popular aeronaut in the 1880's. In this book, young Ariel first almost causes her mother to lose a balloon race and then is instrumental in gaining the victory. (Ages 4-9)

Duran, Bonte. THE ADVENTURES OF ARTHUR AND EDMUND: THE TALE OF TWO SEALS. Atheneum, 1984. 32 pages.

Their parents were asleep. A perfect time to take a short swim before they woke up. The "short" swim turned out to be quite an adventure--from outsmarting a shark to befriending a little girl. The day was eventful. Even the minor scolding by their parents did not dampen the seals' dreams of more adventures in the future. (Ages 4-6)

*Particularly outstanding title

Greene, Constance C. DOTTY'S SUITCASE. Viking, 1980. 147 pages.
Dotty's indomitable will and irrepressible spirit dominate a fast-paced adventure begun when she and her stubborn companion Jed see a suitcase thrown from the window of a speeding car. Set in rural United States during the 1930's depression. (Ages 9-11)

*Grimm Brothers, HANSEL AND GRETEL. Illustrations by Paul O. Zelinsky. Retold the Reka Lesser. Dodd, Mead, 1984. (Unpaged)
Colorful and compelling, the oil paintings of Paul O. Zelinsky will spellbind and thrill the young reader of one of Grimm's most popular tales. A welcome addition to the ever growing collection of newly illustrated classics.

Hughes, Shirley. ALFIE GETS IN FIRST. Lothrop, Lee & Shepard, 1982. 32 pages.
Alfie is so excited about being the first one inside the house after a shopping trip that he slams the front door, leaving his mother and younger sister locked outside. Several neighborhood people offer help before Alfie himself comes up with the solution. A universal story, cleverly designed and illustrated by a distinguised British author/illustrator. (Ages 3-5)

Hyde, Dayton O. ISLAND OF THE LOONS. Atheneum, 1984. 155 pages.
Jimmy "Munising," an orphaned boy is held captive by an escaped prisoner on an abandoned island in Lake Superior. Together the two characters must survive the harsh winter. The winter brings many surprises, neither could have predicted. Both characters grow and change as their dependence on each other and nature bring the unexpected climax. (Ages 10-14)

Jonas, Ann. THE QUILT. Greenwillow, 1984. (Unpaged)
How can she possibly sleep with so much to remember as she peruses the various squares of her newly completed quilt. She does fall asleep however and her adventures in her dream will bring comfort to the young reader who is also first experiencing the phenomenon of dreaming. (Ages 3-6)

Maguire, Grogory. THE DREAM STEALER. Harper & Row, 1983. 118 pages.
Because the villagers in Miersk are living in fear of the wolf, Blood Prince, Pasha and Lisette set out to seek the aid of Baba Yaga. A bright, original story based on elements of Russian folklore. (Ages 7-11)

Milton, Hilary. BLIND FLIGHT. Watts, 1980. 138 pages.
An action-packed and suspense-filled adventure occurs when circumstances force a temporarily-blinded 13 year old to take control of and--finally--land a disabled private plane. (Ages 10-13)

Sargent, Sarah. WEIRD HENRY BERG. Crown, 1980. 113 pages.
Twelve year old Henry thinks he's found a lizard but before long the boy and his pet Vincent become involved in an adventure with an Oshkosh woman Millie, a university psychologist, and a Welsh elder dragon Aelf. This past-faced, humorous, and original story can be read aloud successfully as well as enjoyed by 4th-6th graders who want to read a good book on their own (Ages 9-11)

*Particularly outstanding title

Shannon, George. THE GANG AND MRS. HIGGINS. Pictures by Andrew Vines. Greenwillow, 1981. 47 pages. (A Greenwillow Read-Alone Book)

A tale he heard as a child in Kansas gave the author the idea for this story for beginning readers. Quick action and robust characters earmark an adventure for beginning readers to enjoy. (Ages 4-9)

Stevenson, James. WE CAN'T SLEEP. Greenwillow, 1982. 32 pages.

Grandpa's bedtime story is a tale of many years ago when he too, couldn't sleep. He "got up, got dressed, and went outside . . ." into a night of one unbelievable adventure after another, until his grandchildren are exhausted from listening to his tall tales. The adventurous young grandfather is a miniature of himself now, complete with mustache. A zany twist in bedtime stories. (Up to age 6)

Stevenson, Robert Louis. KIDNAPPED. Illustrations by N. C. Wyeth. Charles Scribner's Sons, 1982. 289 pages.

This edition of a classic work of fiction first published by Scribner in 1886 reprints the N. C. Wyeth paintings of the 1913 edition. New plates were made from many of the original paintings in order to ensure faithful reproduction. (Age 11 and older)

Stevenson, Robert Louis. TREASURE ISLAND. Illustrations by N. C. Wyeth. Charles Scribner's Sons, 1981. 273 pages.

Reissued by Charles Scribner's Sons to commemorate the 100th anniversary of the story's original publication. First published in this edition in 1911. (Age 11 and older)

Sutcliff, Rosemary. THE ROAD TO CAMLANN. Decorations by Shirley Felts. E. P. Dutton, 1982. 142 pages.

King Arthur meets his tragic fate in this story of Camelot's final years. The third volume of Sutcliff's Arthurian trilogy (THE SWORD AND THE CIRCLE, 1981 and THE LIGHT BEYOND THE FOREST, 1980).

Twain, Mark. THE ANNOTATED HUCKLEBERRY FINN: ADVENTURES OF HUCKLEBERRY FINN. Clarkson N. Potter/distributed by Crown, 1981. 378 pages.

Introduction, notes and bibliography by Michael Patrick Hearn. Another noteworthy edition of a classic title. (Age 11 and older)

*Van Allsburg, Chris. JUMANJI. Houghton Mifflin, 1981. 32 pages.

Striking black and white pencil drawings from shifting and unusual perspective juxtapose daily detail with fantastic absurdity as two bored and restless children play Jumanji, "a jungle adventure game, fun for some but not for all." (1982 Caldecott Medal Winner) (Ages 4-9)

Watson, James. TALKING IN WHISPERS. Alfred A. Knopf, 1983. 143 pages.

A gripping political thriller, set in Chili--possibly during the present or very near future. When sixteen-year old Andes Larreta's father is arrested by security forces, he also becomes a wanted man, even endangering the lives of his friends who want to help. (Ages 11-18)

*Particularly outstanding title

Williams, Vera. THREE DAYS ON A RIVER IN A RED CANOE. Greenwillow, 1981. 32 pages.

Childlike text and colored drawings report and record a canoe trip down a river. Details of preparation and practicalities of camping are interwoven with the adventure and fun of the trip. (Ages 4-9)

FANTASY AND SCIENCE FICTION

*Ames, Mildred. ANNA TO THE INFINITE POWER. Scribner, 1981. 198 pages.

A twelve-year old math whiz who almost seems to be a human computer accidentally finds out that she is a clone and that she is part of an experiment with somewhat ominous overtones. The time is the 1990's. (Ages 9-13)

Bond, Nancy. THE VOYAGE BEGUN. A Margaret K. McElderry Book/Atheneum, 1981. 319 pages.

Set in a not-too-distant future on an almost deserted Cape Cod, this long novel unfolds the impact of energy resource depletion. Eleven-year-old Mickey is defiant and independent as she learns to work for an old boat building. An older brother is in a gang "The Salvages" which burns the boat and gives trouble to 16-year-old Paul, a thoughtful newcomer to the area. Parents and other adult characters are as powerfully drawn as children and teenagers. Threads of subplots and lives intersect in a remarkably well written, original work which thrusts readers into considering what might happen next in the book as well as in real life. Gifted readers will enjoy the depth and scope of the story. (Winner: CCBC Straw Newbery Vote) (Age 9 and older)

Cassedy, Sylvia. BEHIND THE ATTIC WALL. Thomas Y. Crowell, 1983. 315 pages.

Maggie, a sad, withdrawn foster child, finally comes to live with her two great aunts in a lonely, musty mansion and finds friends in two talking dolls who live behind the attic wall. As the novel unfolds, the line between Maggie's real and fantasy worlds grows less and less distinct. The reader is left to decide how much of the story takes place in Maggie's mind and how much really happens. (Ages 9-13)

Cooper, Susan. SEAWARD. A Margaret K. McElderry Book/Atheneum, 1983. 167 pages.

Myth and legend are woven into a dramatic fantasy with two teenaged protagonists. Cally and Westerly, a boy and girl separated by language and culture, are brought together in a parallel world which is not bound by time. Knowing only that they must reach the sea, the two find strength in each other as they confront hatred, fear and death in their struggle to survive and find the answers they seek. (Age 12 and older)

*Drescher, Henrik. SIMON'S BOOK. Lothrop, Lee & Shepard, 1983. 32 pages.

Simon is a drawing who comes to life one night and has adventures with his friends the pens and pencils and his "enemy" the monster. Pen and ink drawings and watercolors predominate in another visually exciting, imaginative fantasy by the creator of THE STRANGE APPEARANCE OF HOWARD CRANEBILL, JR. Winner, CCBC Caldecott Straw Vote. (Ages 4-9)

*Particularly outstanding title

*French, Fiona. FUTURE STORY. Peter Bedrick, 1984. (Unpaged)
The year is 2301. An expedition is sent from earth to outer space to investigate a mysterious alien signal. The brilliant full color illustrations add excitement and suspense to this science fiction story for young readers. (Ages 5-8)

Hoguet, Susan Ramsey. I UNPACKED MY GRANDMOTHER'S TRUNK. E. P. Dutton, 1983. 64 pages.
An alphabetical adventure book that will spark the imagination of the young and not so young. Great for those long summer trips across country. (Age 5 and older)

*Hoover, H. M. ANOTHER HEAVEN, ANOTHER EARTH. Viking, 1981. 173 pages.
Scientists employed by a colonizing corporation seeking new worlds to inhabit, discover a long-forgotten colony that has slipped into a "primitive" agricultural way of life. The old colonists have adapted both physically and mentally to their new world: do they wish to be rescued from the pattern of existence which their ancestors have established over the years? (ALA Best Books for Young Adults, 1981) (Age 12 and older)

Jackson, Jacqueline and Perlmutter, William. THE ENDLESS PAVEMENT. Drawings by Richard Cuffari. Seabury, 1973. 45 pages.
Josette travels in her Home-a-rolla auto across a bleak concrete world. The Great Computermobile rules all--both the great autos which race on the endless pavement and the people with atrophied legs who gather around the Screen to watch them. One day the Screen goes blank; for the first time in years the family has a conversation. From her father Josette learns of the old days, of grass, trees and fruit. When Josette later sees a bit of green pushing through the pavement, she engages in a life-and-death struggle with the Computermobile for the world which that green represents. Cuffari's pen and ink drawings contribute to taut drama of Josette's story. (Age 7 and older)

King-Smith, Dick. PIGS CAN'T FLY. Drawings by Mary Rayner. Viking, 1982. 158 pages.
Although the runt of the litter is generally "taken away" by the Pigman, Daggie Dogfoot manages to escape his cruel fate and is, therefore, highly regarded by his fellow-pigs. He attains the status of cult-hero when he learns to swim, but Daggie's deepest aspiration is to fly. When a flash flood threatens the barnyard, Daggie not only fulfills his dream of flying but proves himself a true hero, as well. Plays-on-words and subtle satire lend humor to the original and lively story, excellent for reading aloud. (Ages 7-13)

*Langstaff, John. OH, A-HUNTING WE WILL GO. Illustrations by Nancy Winslow Parker. A Margaret K. McElderry Book/Atheneum, 1974.
Rhythm, rhyme and repetition are all elements of this amusing book. Great for reading and singing aloud.

Norton, Mary. THE BORROWERS AVENGED. Illustrations by Beth and Joe Krush. Harcourt Brace Jovanovich, 1982. 298 pages.
Once again, readers are swept into the believable world of tiny people. This time, the clock family must live with the worst of a Borrower's fate--that humans know

*Particularly outstanding title

they exist and have seen them. The Borrowers are on the run, evading two determined humans who are each trying to capture them and put them into model villages. (Ages 9-13)

*O'Brien, Robert. Z FOR ZACHARIAH. Atheneum, 1975. 249 pages.
The nuclear war lasted only one week. Amy Burden finds herself with her dog on her family's farm, which somehow has escaped most radiation fall-out. Beyond her green valley she can see nothing but charred ruins; is it possible that she is the last living person on earth? When a stranger in a radiation safe-suit approaches the valley, Amy expresses feelings of alarm and excitement in her diary. Will she and the stranger be able to share their lives, revitalize and repopulate this patch of earth? As she nurses him back to health after an attack of radiation sickness, Amy realizes that John Loomis is not concerned with new beginnings, but with power. (Age 12 and older)

Park, Ruth. PLAYING BEATIE BOW. Atheneum/An Argo Book, 1982. 196 pages.
A superbly crafted time travel story meshes contemporary Sydney, Australia, with the Australia of a century earlier. Fourteen-year-old Abigail steps back to the 19th Century through a game "Beatie Bow" and is taken in by a family that depends on her to preserve "the Gift." While she is with them, Abigail finds the answers to questions she has in her modern life. This novel was first published in Australia and is one of the finest time fantasies to appear for several years. (Ages 9-14)

Potter, David Lord. HELP! LET ME OUT! Illustrations by David Macaulay. Houghton Mifflin, 1982. 32 pages.
When Hugo, a self-taught ventriloquist, literally loses his voice, the voice sets out on a journey to find him. An original, funny story, creatively illustrated in a style reminiscent of the comic books that Hugo is so fond of reading. (Ages 4-11)

*Sendak, Maurice. OUTSIDE OVER THERE. Harper, 1981. 36 pages.
Ida ventures into "outside over there" to rescue her baby sister from the goblins. A pastiche of images and artistic styles embodies the dreamlike nature of this fantasy. (A 1982 Caldecott Honor Book) (All ages)

Vinge, Joan D. PSION. Delacorte, 1982. 346 pages.
Illiterate and half-alien Cat is pulled from his life on the streets and forced to be part of an intricate government experiment in another star system. The action and suspense revolve around the extraordinary telepathic powers of the characters and Cat's struggle to gain control over his powers before others completely possess his mind. A respected writer of science fiction has given teenagers a tense psychological drama set on a cold, pale planet. (Age 14 and older)

Willard, Nancy. THE NIGHTGOWN OF THE SULLEN MOON. Illustrations by David McPhail. Harcourt Brace Jovanovich, 1983. 32 pages.
The moon, jealous of Ellen Fitzpatrick's nightgown, comes down to earth to shop for a nightgown of her own in a original fantasy, marvelously illustrated with lush full color watercolor paintings. (Ages 3-9)

*Particularly outstanding title

Zaring, Jane. THE RETURN OF THE DRAGON. Illustrations by Polly Broman. Houghton Mifflin, 1981. 146 pages.

The dragon Carador must prove he is no longer the terror of Wales by doing twelve good deeds. Unlikely facts in the Carador stories are historically true, but the adventures are more firmly rooted in geography than history. (Ages 9-13)

GHOSTS AND THINGS THAT GO BUMP IN THE NIGHT

Ahlberg, Janet and Allan. FUNNYBONES. Greenwillow, 1981. 32 pages.

A big skeleton, a little skeleton and a dog skeleton spend a night on the town swinging and singing and scaring each other. White cartoon skeletons on dark backgrounds and white print on black backgrounds emphasize the nocturnal nature of this light-hearted adventure. (Ages 4-6)

Benchley, Nathaniel. A GHOST NAMED FRED. Illustrations by Ben Shecter. Harper & Row, 1968. 29 pages. (I Can Read Mystery)

Because George has no friends, he makes up many games to pass the day. When he befriends a ghost and finds himself helping to find a hidden treasure, his real adventure just begins. (Ages 5-7)

Grinnell, George Bird. THE WHISTLING SKELETON: AMERICAN INDIAN TALES OF THE SUPERNATURAL. Edited by John Bierhorst. Illustrations by Robert Andrew Parker. Four Winds, 1982. 110 pages.

The favorite time for telling these stories is the night, when all things are possible. Tales from the Blackfeet, Pawnee and Cheyenne Indian of dreams, omens and the supernatural are included. The tales were collected in the late 1800's by George Grinnell who is respected for his conscientious recording of Native American history and customs. Bierhorst's notes and source information add a valuable dimension beyond the sheer enjoyment of the stories themselves. Wide margins and an abundance of white space on the pages create a format inviting to young readers. (Age 7 and older)

Hancock, Sibyl. ESTEBAN AND THE GHOST. Dial, 1983. 32 pages.

Eventhough others have ventured to Gray Castle to dispell the rumors of the presence of a ghost and have never returned, Esteban sets off with his donkey to prove to the villagers there is nothing to fear. The ghost does appear--in stages, first one leg and then another, until all the parts are together. Still undaunted, Esteban helps the ghost achieve eternal peace and returns to the village with treasures and hauntings resolved. (Ages 7-10)

Levy, Elizabeth. SOMETHING QUEER AT THE HAUNTED SCHOOL (A MYSTERY). Illustrations by Mordicai Gerstein. Delacorte, 1982. 44 pages.

Another mystery involving the indomitable team of Jill, Gwen and Fletcher--the Basset Hound. This time a ghost has appeared on the scene to frighten all preparing for Halloween. (Ages 6-8)

*Particularly outstanding title

Levy, Perelope. THE REVENGE OF SAMUEL STOKES. Dutton, 1981. 122 pages.

A washing machine smells of roast venison. Tobacco smoke comes from the television. A greenhouse turns into a Greek temple. The ghost of Samuel Stokes asserts itself when Charstock Park, a housing estate, is built on the site of an eighteenth century garden he had designed.

Livingston, Myra Cohn, editor. WHY AM I GROWN SO COLD? POEMS OF THE UNKNOWABLE. A Margaret K. McElderry Book/Atheneum, 1982. 269 pages.

A well-organized collection of chilling and eerie poems about the supernatural world, compiled from diverse sources: Joan Aiken, N. M. Bodeker, Victor Hernandez Cruz, Emily Dickinson, Eleanor Farjeon, Issa, Li Po, Pablo Neruda, Alexander Pushkin, Elizabeth Madox Roberts, Theodore Roethke and William Shakespeare to name only a few of the eighty poets represented. Indexes for authors, translators, titles, and first lines make it easy for readers to use this fine collection. (Age 11 and older)

Mahy, Margaret. THE HAUNTING. A Margaret K. McElderry Book/Atheneum, 1982. 135 pages.

Shy eight-year-old Barnaby receives supernatural images and messages and finds out about a family legacy which could be considered a curse or a special gift. A fast-moving ghost story with a credible resolution. (Ages 9-13)

Prelutsky, Jack. THE HEADLESS HORSEMAN RIDES TONIGHT; MORE POEMS TO TROUBLE YOUR SLEEP. Illustrations by Arnold Lobel. Greenwillow, 1980. 40 pages.

Twelve creatures of imaginative nightmare quality include the Darkling Elves, the Invisible Beast and other original "horrors" in poems and pen-and-ink drawings for older elementary school-aged children. (Ages 7-10)

*Schwartz, Alvin. IN A DARK, DARK ROOM AND OTHER SCARY STORIES. Illustrations by Dirk Zimmer. Harper & Row, 1984. 63 pages.

A collection of six "eerie" stories and one poem that is guaranteed to "shiver the timbers" of any young daring reader. (Ages 5-8)

Schwartz, Alvin. MORE SCARY STORIES TO TELL IN THE DARK. J. B. Lippincott, 1984. 100 pages.

Gross, scary, frightening, silly, gory, creepy and well-told fully-documented tales are illustrated with black and white drawings of vague eerie tones which accentuate the gruesome detail. All stories were responsibly collected from contemporary American folklore. An extensive, thought-provoking bibliography is included. Solid scariness usually told by memory on overnights, camping trips, and at Halloween from generation to generation has a validity that the trendy horror or macabre of other recent books cannot match. (Age 9 and older)

Sommer-Bodenburg, Angela. MY FRIEND THE VAMPIRE. Illustrations by Amelie Glienke. Dial, 1984. 160 pages.

A humorous, creepy horror story of the befriending of nine year old Tony and a visiting vampire. (Ages 9-12)

*Particularly outstanding title

Stevenson, James. THAT TERRIBLE HALLOWEEN NIGHT. Greenwillow, 1980. (Unpaged)

Step by wonderfully frightening step Grandpa tells Mary Ann and Louie the story of "that terrible Halloween night."

Westall, Robert. THE HAUNTING OF CHAS MC GILL, AND OTHER STORIES. Greenwillow, 1983. 181 pages.

Eight chilling short stories of the supernatural by one of Britain's most outstanding storytellers will appeal to young adults who have a taste for the eerie. (Age 14 and older)

Wiseman, David. JEREMY VISICK. Houghton Mifflin, 1981. 170 pages.

Twelve-year-old Matthew begins a school assignment by observing epitaphs in a local cemetery and is drawn to find out more about and even to assist a boy lost in a mining disaster a century earlier in Cornwall where they both live(d). (Ages 9-13)

*Zemach, Harve. THE JUDGE. Illustrations by Margot Zemach. Farrar Straus Giroux, 1969.

Prisoner after prisoner is brought before the doubting Judge to tell him of the horrible thing that is coming their way. How surprised he is after sending them all to jail to find the beast entering his chambers. (Ages 5-7)

MYSTERY AND INTRIGUE

Adler, David A. CAM JANSEN AND THE MYSTERY OF THE GOLD COINS. Illustrations by Susanna Natti. Viking 1982. 57 pages.

This fifth tale in a series for young mystery readers features a spunky and popular protagonist with a photographic memory. In this story Cam Jansen is on the trail of a stolen camera! Just enough suspense with a touch of humor will attract beginning readers to this and other books in the detective series. (Ages 7-9)

Alcock, Vivian. THE SYLVIA GAME. Delacorte, 1984. 186 pages.

Twelve year old Emily Dodd becomes wrapped up in a suspenseful mystery involving the activities of her improvident artist father and the young boy who is living in a decaying estate, not far from her seaside home. Her resemblance to the girl in a Renoir portrait, who drowned in childhood, entangles her more in solving her father's mysterious actions. (Ages 10-13)

Allard, Harry. MISS NELSON IS MISSING. Pictures by James Marshall. Houghton Mifflin, 1977. 32 pages.

Where did the children's teacher go? The substitute is much more than they can bear. As a result of the worsening conditions in the classroom and of the concern for their teacher's welfare, the class sets out to solve the mysterious disappearance. (Ages 5-8)

Benchley, Nathaniel. THE STRANGE DISAPPEARANCE OF ARTHUR CLUCK. Illustrations by Arnold Lobel. Harper & Row, 1967. 64 pages. (I Can Read Mystery)

Where was Mrs. Cluck's son, Arthur? Ralph, the owl, makes a surprising discovery after waiting and watching for signs of the young chick. (Ages 5-7)

*Particularly outstanding title

Bonsall, Crosby. THE CASE OF THE DOUBLE CROSS. Harper & Row, 1980. 64 pages. (I Can Read Mystery)

A group of girl detectives try to team up with the "no girls allowed" private eyes to help decipher a coded message from a mysterious little man. (Ages 5-7)

Drescher, Henrick. THE STRANGE APPEARANCE OF HOWARD CRANEBILL, JR. Lothrop, Lee & Shepard, 1982. 32 pages.

Mr. and Mrs. Cranebill find a baby on their doorstep who has "an unusually long and pointy nose" and a passion for climbing and hiding. A surprise ending reveals the cause of Howard's strange appearance and behavior. Textual understatement juxtaposed with whimsical illustrations heightens the humor. (Ages 4-9)

Green, Phyllis. EATING ICE CREAM WITH A WEREWOLF. Illustrations by Patti Stren. Harper & Row, 1983. 121 pages.

A familiar contemporary Madison setting gives added appeal to a humorous spoof about an imaginative, somewhat eccentric adult baby sitter and her book of spells which amuse 12 year old Brad and young Nancy while giving rise to a series of mysterious coincidences. The author once lived in Madison. (Ages 9-12)

Keller, Beverly. THE SEA WATCH. Four Winds, 1981. 134 pages.

A funny, punny mystery filled with outlandish events, dastardly deeds and unlikely heroes. (Ages 9-12)

*Kidd, Ronald. SIZZLE & SPLAT. Lodestar/E. P. Dutton, 1983. 122 pages.

Prior to his death, Hans Kleiman wrote a trumpet concerto to be played at a fund-raising concert by the Pirelli Youth Orchestra; he left in addition, a riddle to be solved by members of the concert audience. When the orchestra gets threats demanding that the concert not be played, Sizzle and Splat, two youthful individual high school musicians, take it upon themselves to solve the mystery. A riveting story, chock full of great one-liners and funny characters. (Age 9 and older)

Lexau, Joan M. MISS HAPP IN THE POISON IVY CASE. Pictures by Marylin Hafner. E. P. Dutton, 1983. 56 pages. (I Can Read Mystery)

An easy to read mystery introducing an unlikely pair of detectives, Miss Happ and Willy Nilly. (Ages 5-8)

Levy, Elizabeth. SOMETHING QUEER IS GOING ON (A MYSTERY). Illustrations by Mordicai Gerstein. Delacorte, 1973. 46 pages.

The first in a series of "Something Queer" mystery books. Fletcher, Jill's pet, a placid and immobile basset hound is missing. Jill and Gwen team up to solve the disappearance and locate their faithful friend. (Ages 4-8)

Kellogg, Steven. THE MYSTERY OF THE MAGIC GREEN BALL. Dial, 1978. 28 pages.

Timmy has looked everywhere for his favorite green ball. Summer, fall and winter pass until finally a surprising turn of events unravels the mystery.

*Particularly outstanding title

McGraw, Eloise Jarvis. THE MONEY ROOM. A Margaret K. McElderry Book/Atheneum, 1981. 182 pages.

Shortly after moving onto the Oregon property their great-grandfather left, their mother, Scott and Lindy are determined to find his near-legendary Money Room. A series of unsuual and baffling incidents soon has them wondering just who else is looking for the Money Room. (Ages 9-13)

*Simon, Seymour. EINSTEIN ANDERSON TELLS A COMET'S TALE. Illustrations by Fred Winkowski. Viking, 1981. 73 pages.

A sequence of ten fictionalized science mysteries gives readers a chance to solve each puzzle before the story is concluded. Some prior information about each science topic is usually necessary. In this fourth book of a series, Adam "Einstein" Anderson solves puzzles related to astronomy, optics, rocketry, zoology, change of state, inventions, and motion. The author is a noted science writer who once taught science. An ideal "read-a-loud" book for science classes: excellent for use with or gifted/talented children. (Ages 7-11)

Sleator, William. AMONG THE DOLLS. Illustrations by Trina Schart Hyman. Dutton. 1975. 70 pages.

Vicky has received an unwanted doll house and becomes trapped inside the house after being shrunk to the doll's size. Chilling and suspenseful. (Ages 10-12)

Van Allsburg, Chris. THE MYSTERIES OF HARRIS BURDICK. Houghton Mifflin, 1984.

A perfect book to spark even the leariest of unimaginative minds. Read the captions--look at the pictures--and you're off; solving the mystery in a number of ways. (All ages)

*Particularly outstanding title

OTHER RESOURCES

Brandel, Marc. THE MINE OF LOST DAYS. J. B. Lippincott, 1974.

Dixon, Franklin W. NIGHT OF THE WEREWOLF (Hardy Boys No. 59). Wanderer, 1979.

George, Jean Craighead. MY SIDE OF THE MOUNTAIN. E. P. Dutton, 1959.

Hall, Lynn. RIDE A WILD DREAM. Avon, 1973.

Key, Alexander. ESCAPE TO WITCH MOUNTAIN. Archway, 1968.

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Langton, Jane. THE ASTONISHING STEREOSCOPE. Illustrated by Erick Blegvad. Harper & Row, 1971.

Leach, Maria. THE THING AT THE FOOT OF THE BED AND OTHER SCARY TALES. Dell/Yearling, 1959.

L'Engle, Madeline. A WRINKLE IN TIME. Dell/Yearling, 1962.

O'Dell, Scott. ISLAND OF THE BLUE DOLPHINS. Dell/Yearling, 1960.

Paterson, Katherine. BRIDGE TO TERABITHIA. Avon/Camelot, 1977.

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Taylor, Mildred D. SONG OF THE TREES. Bantam, 1975.

Wells, Dean Faulkner. THE GHOSTS OF ROWAN OAK. Yoknapatawpha Press, 1980.

York, Carol Beach. I WILL MAKE YOU DISAPPEAR. Bantam/Skylark, 1974.

*All books are listed in BOOKS IN PRINT 83-84.

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Babbit, Natalie. GOODY HALL. Farrar, 1971.

Bacon, Martha. MOTH MANOR: A GOTHIC TALE. Atlantic, 1978.

Bellairs, John. THE HOUSE WITH A CLOCK IN ITS WALLS. Dial, 1973.

Bellairs, John. THE TREASURE OF ALPHEUS WINTERBORN. Harcourt, 1978.

Boston, L. M. THE CHILDREN OF GREEN KNOWE. Harcourt, 1954.

Cameron, Eleanor. THE COURT OF THE STONE CHILDREN. Dutton, 1973.

Corbett, Scott. DISCONTENTED GHOST. Unicorn/Dutton, 1978.

Corbett, Scott. THE RED ROOM RIDDLE. Atlantic, 1972.

Curry, Jane. MINDY'S MYSTERIOUS MINIATURE. Harcourt, 1970.

Curry, Jane. POOR TOM'S GHOST. Atheneum, 1977.

Dunlop, Eileen. THE HOUSE ON MAYFERRY STREET. Holt, 1976.

Erwin, Betty. GO TO THE ROOM OF THE EYES. Little, 1969.

Hamilton, Virginia. THE HOUSE OF DIES DREAR. Macmillan, 1968.

Langton, Jane. THE DIAMOND IN THE WINDOW. Harper, 1962.

McGraw, Eloise. THE MONEY ROOM. Atheneum, 1981.

McKillip, Patricia. THE HOUSE ON PARCHMENT STREET. Atheneum, 1973.

Veglahn, Nancy. THE VANDALS OF TREASON HOUSE. Houghton, 1974.

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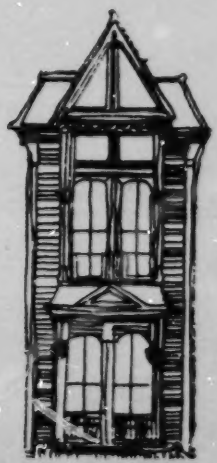

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SPOOKY TALES

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Allen, F. THE WITCHES' SECRET. Harper, 1968.

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THRILLER-DILLERS AND CHILLERS!

16MM FILM LIST FROM THE WINNEFOX LIBRARY SYSTEM COLLECTION

ADVENTURES OF J. THADDEUS TOAD - Walt Disney Educational Media, 25 min.

THE BEAST OF MONSIEUR RACINE - Weston Woods, 9 min.

BOY AND A BOA - Phoenix/BFA Films, 13 min.

THE CASE OF THE ELEVATOR DUCK - Learning Corporation of America, 17 min.

COME INTO MY PARLOUR . . . SAID THE SPIDER - Arthur Mokin Productions, 20 min.

DOROTHY IN THE LAND OF OZ - Coronet Films, 24 min.

FROM THE MIXED-UP FILES OF MRS. BASIL E. FRANKWEILER - Phoenix/BFA Films, 30 min.

THE FUR COAT CLUB - Learning Corporation of America, 18 min.

HOUDINI NEVER DIED . . . - Wombat Productions, 28 min.

IN SEARCH OF ANCIENT ASTRONAUTS - Guidance Associates, 52 min.

KITTY HAWK TO PARIS - Learning Corporation of America, 51 min.

LEGEND OF SLEEPY HOLLOW - Walt Disney Educational Media, 20 min.
(Another version is available from Pyramid, also.)

LONESOME GHOSTS - Walt Disney Educational Media, 8 min.

MRS. AMWORTH - Learning Corporation of American, 29 min.

THE MONKEY'S PAW - Phoenix/BFA Films, 19 min.

MONSTERS: MYSTERIES AND MYTHS - Films, Inc., 46 min.

PAUL BUNYAN - Walt Disney Educational Media, 17 min.

PERFECT MOMENT - Pyramid Films, 11 min.

PETER AND THE WOLF - Walt Disney Educational Media, 14 min.

PHILLIP AND THE WHITE COLT - Learning Corporation of America, 23 min.

POPEYE MEETS ALI BABA'S 40 THIEVES - Reel Images, 15 min.

POPEYE THE SAILOR MEETS SINBAD THE SAILOR - Reel Images, 20 min.

RANSOM OF RED CHIEF - Learning Corporation of America, 27 min.

RENDEZVOUS - Pyramid Films, 9 min.

RESCUE PARTY - Barr Films, 20 min.

RODEO COWBOY - Barr Films, 22 min.

SOLO - Pyramid Films, 15 min.

SORCERER'S APPRENTICE - Walt Disney Educational Media, 10 min.

SUNKEN TREASURE - Churchill Films, 22 min.

TEENY-TINY AND THE WITCH-WOMAN - Weston Woods, 14 min.

WHERE THE WILD THINGS ARE - Weston Woods, 8 min.

WINTER OF THE WITCH - Learning Corporation of America, 25 min.

WORLD OF DARKNESS - National Georgraphic Society, 25 min.

Compiled by:
Sally V. Gibson
Winnefox Library System

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ADVENTURE FILMS

BALCON SAFARI - 55 min.

BLAZE GLORY - 10 min.

DANGER ON DARTMOOR - 57 min.

A DARK DARK TALE - 4 min.

FAERIES - 17 min.

THE GOLD BUG - 31 min.

HARDWARE WARS - 13 min.

ISLAND OF THE SKOG - 13 min.

KING OF THE CATS - 5 min.

MY SIDE OF THE MOUNTAIN - 38 min.

NATE THE GREAT GOES UNDERCOVER - 10 min.

PANAMA - 11 min.

REMARKABLE, RIDERLESS, RUNAWAY TRICYCLE - 11 min.

SOMETHING QUEER AT THE LIBRARY - 10 min.

SOUP AND ME - 24 min.

WINNIE THE POOH AND THE BLUSTERY DAY - 25 min.

Compiled by:
Lucy Beck
Kenosha Public Library

THRILLER-DILLERS AND CHILLERS!

FILMSTRIP LIST FROM THE WINNEFOX LIBRARY SYSTEM COLLECTION

Adventure Stories

DR. SYN, THE SCARECROW - Walt Disney Educational Media, gr. 4-8

IN SEARCH OF THE CASTAWAYS - Walt Disney Educational Media, gr. 4-8

KIDNAPPED - Walt Disney Educational Media, gr. 4-8

THE LEGEND OF YOUNG DICK TURPIN - Walt Disney Educational Media, gr. 4-8

PETER PAN - Walt Disney Educational Media, gr. 4-8

ROBIN HOOD - Walt Disney Educational Media, gr. 4-8

THE STORY OF ROBIN HOOD - Walt Disney Educational Media, gr. 4-8

TREASURE ISLAND - Walt Disney Educational Media, gr. 4-8

20,000 LEAGUES UNDER THE SEA - Walt Disney Educational Media, gr. 4-8

Detective and Mystery

THE CASE OF BUGS MEANY'S REVENGE - Random House, gr. 2-6

THE CASE OF THE CAT'S MEOW - Random House, gr. 2-6

THE CASE OF THE HIDDEN HAND - Random House, gr. 2-6

THE CASE OF THE HUNGRY HITCHHIKER - Random House, gr. 2-6

THE CASE OF THE HUNGRY STRANGER - Random House, gr. 2-6

THE CASE OF THE MISSING CLUE - Random House, gr. 2-6

THE CASE OF THE MUSCLE MAKER - Random House, gr. 2-6

THE CASE OF THE MYSTERIOUS TRAMP - Random House, gr. 2-6

THE CASE OF THE NATTY NAT - Random House, gr. 2-6

THE CASE OF THE SCAREDY CATS - Random House, gr. 2-6

THE CASE OF THE SCATTERED CARDS - Random House, gr. 2-6

THE CASE OF THE SIR BISCUIT SHOOTER - Random House, gr. 2-6

THE CASE OF THE WHISTLING GHOST - Random House, gr. 2-6

THE CASE OF THE WORLD TRAVELER - Random House, gr. 2-6

THE TUTTI FRUTTI CASE - Encyclopedia Britannica Educational Corporation, gr. 1-4

Beasts, Ghosts, Monsters, and Scary Things

ANDREW AND THE STRAWBERRY MONSTERS - Encyclopedia Britannica Educational Corporation, gr. 1-3

THE BEAST OF MONSIEUR RACINE - Weston Woods, gr. K-3

THE GREAT BEAR SCARE - Society for Visual Education, gr. 1-4

THE LEGEND OF SLEEPY HOLLOW - Walt Disney Educational Media, gr. 2-3

LITTLE MONSTER AT HOME - Listening Library, gr. K-3

LITTLE MONSTER AT SCHOOL - Listening Library, gr. K-3

LITTLE MONSTER'S ALPHABET BOOK - Listening Library, gr. K-3

LITTLE MONSTER'S COUNTING BOOK - Listening Library, gr. K-3

MONSTER SEEDS - Encyclopedia Britannica Educational Corporation, gr. 1-3

MONSTERS IN THE CLOSET - Encyclopedia Britannica Educational Corporation, gr. 1-3

OLD BLACK WITCH - Learning Corporation of America, gr. 2-6

TEENY-TINY AND THE WITCH-WOMAN - Random House, gr. K-3

THE TERRIBLE HALLOWEEN NIGHT - Random House, gr. 2-6

TERRIBLE TROLL - Listening Library, gr. K-3

THERE'S A NIGHTMARE IN MY CLOSET - Listening Library, gr. K-3

WHERE THE WILD THINGS ARE - Weston Woods, preschool-gr. 2

WINNIE THE WITCH AND THE FRIENDLESS CREATURE - Society for Visual Education, gr. 1-3

WINNIE THE WITCH AND THE FRIGHTENED GHOST - Society for Visual Education, gr. 1-3

WISCONSIN'S RIDGEWAY GHOST - Badger House, gr. 2-6

A WOGGLE OF WITCHES - Random House, preschool-gr. 2

Compiled by :
Sally V. Gibson
Winnefox Library System

SOUND FILMSTRIPS

Adventure/Suspense

ALLIGATORS ALL AROUND. Book by Maurice Sendak. Weston Woods.

DR. JEKYLL AND MR. HYDE. Based on the story by Robert Louis Stevenson. Pendulum (Eye Gate Media)

KING OF THE CATS. Retold and illustrated by Paul Galdone. Weston Woods.

RED PONY. Based on the story by John Steinbeck. Media Basics.

SING DOWN THE MOON. Based on the book by Scott O'Dell. Random House/Miller Brody.

Compiled by:
Vicki Ahlswede
Walter Olson Memorial Library
Eagle River, WI

COMPUTER SOFTWARE--GRADES 4-6 AND OLDER

SNOOPER TROOPS. Spinnaker Software Corp. Atari, Apple or IBM microcomputers. 1 disk drive.

There are several SNOOPER TROOPS adventures, for example, Case #2--The Disappearing Dolphin. An aquarium dolphin has disappeared and there are eight suspects for you--the detective--to investigate. By carefully mapping out the town and collecting clues you can clear the suspects one by one.

This program is good for fostering user cooperation: one person can work the keyboard while the other writes down the clues. And teams of players can help each other out by recording clues and messages which can be used by everyone.

This is a challenging, long program that will take several sessions to solve. Organize your computer whizzes into teams for the summer to see if the mystery can be solved by methodical play.

The only drawbacks encountered are the playing length--this isn't for the child who wants immediate results--and the response lag in making the Snoopmobile move around the map.

TWISTAPLOT. Scholastic, Inc. Apple II, Commodore 64, IBM PC/PC Jr. 1 disk drive.

TWISTAPLOT are computer versions of the popular choose-the-ending-yourself stories. These programs first appeared on Scholastic's MICROZINES, No. 1-6 where they are still the most frequent menu choice. Now they are available separately in double-feature packages called "Tales of Discovery" (Pirates of the Soft Seas and Fossils Alive!); "Tales of Adventure," (Adventures in the Microzone and Northwoods Adventure); and "Tales of Mystery" (Haunted House and Mystery at Pinecrest Manor).

The familiar story format joins colorful graphics and riddles, mazes, or codes in each entertaining program. (The disks can be used without a color monitor.) Each story has several possible endings so the programs can be used more than once by the same user.

STORY TREE. Scholastic, Inc. Apple IIe, Apple II Plus with 48K, or Apple II with 64K or Applesoft in ROM. 1 disk drive.

Users can write their own choose-the-ending-yourself stories in this story writing program. Writing paragraph by paragraph, the STORY TREE's format allows branching by choice or by chance. Stories can be edited and completed at leisure and can also be printed.

The package includes a 75-page loose-leaf notebook with instructions and suggestions, 2 master disks, and 2 story disks. There are sample stories on the story disks to guide the user in the use of the STORY TREE. Typing skills are a must, so plan on helping younger computer users or have a volunteer input handwritten materials.

Contributed by:
Joyce Corrine Peterson
Manitowoc Public Library

REACHING OUT TO EXCEPTIONAL CHILDREN

by Corliss Rice, Regional Librarian
for the Blind and Physically Handicapped

Exceptional children, no different from children everywhere, love to be included. These days it's much easier to include exceptional children now that facilities are more accessible and more handicapped children attend regular schools in their hometowns. The more handicapped children are included, the more they are accepted by their peers for their abilities not just their disabilities. The Wisconsin Regional Library for the Blind and Physically Handicapped hopes to make it easier for you to reach out to the blind, visually impaired and physically disabled children in your communities.

The most difficult problem for librarians in the past has most likely been the dilemma of how to attract visually or physically handicapped children for your programs. If the children are not able to read print, then it may not have occured to their parents that their local library has a lot to offer during the summer and all year round. If you send out announcements of your summer library program to children and parents in your community, why not include special children? Even if you don't, why not send a special mailing to blind and handicapped kids? If you print your announcements in large type, they can be sent free by placing the words "Free Matter for the Blind" in the postage corner of the envelope. The Wisconsin Regional Library will mail your announcements to the children we serve in your area. Call us with the zip codes of your service area, and we will notify you of the number of children. You may then plan your printing and mail us your announcements. We will be glad to address them and send them out "Free Matter for the Blind." Please notify us early. We must have your announcements at least a month before the beginning of your summer program.

Blind, partially sighted and physically handicapped children will enjoy participating in anything you plan, and you don't necessarily have to plan something special for them. You might assign another child to be a partner to the special child to help him or her feel objects, describe what's happening, or get a close look. If your performer is a mime artist, and you have a blind child in your program, you might also try to schedule a musician. Mostly, it's important to be sensitive without being condescending. Blind and visually impaired children like to be included, even if they don't catch 100% of what's going on. Of course, print handicapped kids love to be read too and will enjoy storyhours. If you hold up pictures or objects, the blind or partially sighted child's partner can help him or her decipher the message.

Reading is what your summer library program is all about, and print handicapped children can be encouraged to read as much as other children. The following bibliography will help your print handicapped children select books in braille, cassette tape and disc. You may call or write in your children's selections to the Regional Library. If your library does not have a demonstration Talking Book machine please call, and we will try to send one to your library. The children who are registered at the Wisconsin Regional Library will have their own machines at home and can be encouraged to bring them to the library. The other children might enjoy a demonstration. Braille alphabet cards can be sent in quantity to demonstrate braille.

Print/braille books are picture books for children, grades K-3. The picture books are the same as those commercially published except they contain plastic braille pages in between the print pages so that blind and sighted children and adults can share the joy of reading

them. Large print library books for children can be ordered on interlibrary loan from the Wisconsin Reference and Loan Library. Contact the Professional Services Center at the Wisconsin School for the Visually Handicapped for further information about these books. Call (608) 755-2949 or write them at 1700 West State Street in Janesville, WI 53545.

For futher information on serving disabled children, the following books are recommended:

Baskin, Barbara H., and Karen H. Harris, eds. THE MAINSTREAM LIBRARY: ISSUES, IDEAS AND INNOVATIONS. Chicago: American Library Association, 1982.

Baskin, Barbara H., and Karen H. Harris, eds. THE SPECIAL CHILD IN THE LIBRARY. Chicago: American Library Association, 1976.

Marshall, Margaret R., ed. LIBRARIES AND THE HANDICAPPED CHILD. London: Andre Deutsch, 1981.

One more final note. Don't forget to call or write us, if there is any way we can help. We have a toll-free number so there's no good excuse not to call. But remember, service through the mail is slow, and special books sent "Free Matter" can take from three to ten days to arrive. So, don't keep your library kids waiting. Call ahead.

Wisconsin Regional Library for the
Blind and Physically Handicapped
813 West Wells Street
Milwaukee, WI 53233

1-800-242-8822
Milwaukee area call 278-3045

REACHING OUT BIBLIOGRAPHY

These titles were selected by staff members of the Wisconsin Regional Library for the Blind and Physically Handicapped. Mysteries, adventures, science fiction and fantasies for children of all ages are included, as well as a few thriller-dillers. When selecting these books, pay close attention to the format. The prefixes on the book numbers are the key.

RC = cassette tape

RD = disc (record)

BR = braille and print/braille

Grades K-2

RD 19019 The Baby Uggs Are Hatching
by Jack Prelutsky
narrated by Mitzi Friedlander
1 disc

Humorous poems about such whimsical nasties as the sneepy, the quossible, the dreeze, and the slitch.

RD 11746 Binky Brothers, Detectives
by James Lawrence
narrated by John Stratton
1 disc

Dinky and Pinky Binky run a detective business in which Dinky is treated as helper instead of partner until he solves the mystery of the missing catcher's mitt and outsmarts Pinky. 1968.

BR 2452 The Blue Bird
by Fiona French
1 volume

To find out why her beautiful blue bird has stopped singing, Jade Lotus visits the enchantress, and there finds danger rather than help. PRINT/BRAILLE. 1972.

RD 20248 The Butter Battle Book
by Dr. Seuss
narrated by Bob Askey
1 flexible disc

A fable about the Yooks and the Zooks, hostile neighbors very much alike except that they butter their bread differently. Engaged in a long-running battle, they develop more and more sophisticated weapons as they attempt to outdo each other. Bestseller 1984. Available as BR 5904.

RC 18388 Caleb and Kate
by William Steig
narrated by Patricia Siegfreid-Giles
1 cassette

A terrible quarrel with his wife drives Caleb to the woods and into the hands of a witch who turns him into a dog. 1977.

RC 10552 The Case of the Dumb Bells
by Crosby Bonsall
narrated by Leslie Bettler
1 cassette

Four young private eyes who match wits against an invisible doorbell ringer are astounded to discover who the culprit is. 1966.

RC 10565 The Case of the Hungry Stranger
by Crosby Bonsall
narrated by Leslie Bettler
1 cassette

Shortly after Wizard pronounces himself a private eye, Mrs. Meech, the lady next door, hires him to find the thief who stole her blueberry pie. Mysterious fun. 1963.

RD 15473 The City Witch and the Country Witch
by Jay Williams
narrated by Richard Braun
1 disc

A city witch and a country witch trade places for two weeks. Although each witch is expert at her own kind of magic, it takes real ingenuity to make city magic work in the country and country magic work in the city.

BR 5505 Do Not Open
by Brinton Turkle
1 volume

Following a terrible storm, Miss Moody and her cat find a mysterious bottle washed up on the beach. Scratched on the bottle are the words "Do not open," but Miss Moody ignores the warning and uncorks a ferocious genie. 1981. Also available as RD 19536.

RC 10766 Dorrie and the Halloween Plot
by Patricia Coombs
narrated by Patricia Jonietz
1 cassette

Little witch Dorrie, making her first attempt to fly by herself, lands right in the center of a dastardly plot by the Halloween demons. 1976.

RC 18385 Dorrie and the Screebit Ghost
by Patricia Coombs
narrated by Elsie Peterson
1 cassette

Angry at being left behind when her mother goes off to a seance, Dorrie the little witch conjures up a mischievous ghost that interferes with her mother's seance and causes no end of trouble. 1979.

RD 17562 The Enormous Crocodile
by Roald Dahl
narrated by Earle Hyman
1 disc

An enormous crocodile who devises clever tricks to trap a nice, juicy child for lunch gets exactly what he deserves. 1978.

BR 4669 Garth Pig and the Icecream Lady
by Mary Rayner
1 volume

Madam Lupino, an icecream lady who is not what she seems, has evil designs on Garth Pig, the youngest and tenderest of ten little piglets. Sequel to Mr. and Mrs. Pig's Evening Out (BR 3638) PRINT/BRAILLE. 1977. Also available as RC 16120.

BR 5317 Jumanji
by Chris Van Allsburg
1 volume

The game they find under a tree looks like a hundred others that Peter and Judy have at home. When they unfold the ordinary-looking playing board, though, they are plunged into the most exciting and bizzare adventure of their lives. Caldecott Medal 1982. 1981.

BR 3888 Little Island
by Golden MacDonald
1 volume

An inquisitive little kitten who comes ashore from a sailboat learns the secret of being an island from a wise and talkative fish. PRINT/BRAILLE. 1974.

BR 3030 Little Red Riding Hood: Adapted from the Retelling by the Brothers Grimm
by Paul Galdone
1 volume

The classic folktale of the little girl who finds a wolf dressed in her grandmother's clothes. PRINT/BRAILLE. 1974.

RD 16967 Lost in the Museum
by Miriam Cohen
narrated by Mitzi Friedlander
1 disc

Although the teacher warns everyone to stay together, Danny sets off to find the dinosaur. Half the class follows him and before they know it, they are lost in the museum. 1979.

RC 10064 The Maggie B.
by Irene Haas
narrated by Lois Smith
1 cassette

A little girl who wishes on the North Star for a day on a ship named after her, wakes up to find a most wonderful ship with everything she needs or wants. 1975.

RD 15607 The Man Who Tried to Save Time
by Phyllis Krasilovsky
narrated by Michael McCullough
1 disc

A very tidy man decides to save time so he will have more time to be lazy. He chooses such ridiculous methods, though, that things move quickly from silly to absurd.

BR 3270 Mr. Gumpy's Motor Car
by John Burningham
1 volume

Mr. Gumpy's human and animal friends squash into his old car and enjoy a sporting ride in the country--until a sudden rain turns the road to mud. PRINT/BRAILLE. 1976.

RD 13081 Nate the Great and the Lost List
by Marjorie Weinman Sharmat
narrated by John Pielmeier
1 disc

Junior detective Nate the Great and his faithful dog, Sludge, interrupt their backyard vacation to solve the mystery of a missing grocery list before lunch. 1975.

BR 3086 Nate the Great Goes Undercover
by Marjorie Weinman Sharmat
1 volume

Nate the Great, junior sleuth, takes his first night case--the mystery of the garbage snatcher. He must go under cover of the garbage-can lid to find the culprit. PRINT/BRAILLE. Sequel to Nate the Great (BR 2475). 1974.

RD 14858 Night Noises and other Mole and Troll Stories
by Tony Johnston
narrated by George Guidall
1 disc

Four little stories in which dreamy, impulsive Mole and his down-to-earth friend Troll have their ups and downs. Mole makes four wishes, Troll visits Mole and almost overstays his welcome, Troll loses a tooth, and night noises scare the pair of friends.

RC 20429 The Night the Monster Came
by Mary Calhoun
narrated by Betty Williams
1 cassette

After finding giant footprints in the snow around the garbage cans, Andy is sure that Bigfoot is stalking his house. 1982.

RD 20332 No Such Things
by Bill Peet
narrated by Gordon Gould
1 disc

Rhythmic verses describe a menagerie of fanciful beasts such as the Glubzunks, the Juggarums, and the fancy Randangos. 1983. Also available as BR 5613.

RC 11012 Peter Penny's Dance
by Janet Quin-Harkin
narrated by Anne Jemison
1 cassette

Fired by the ship's captain for dancing instead of scrubbing decks, sailor Peter Penny sets out to dance around the world. 1976.

RC 11683 Ride the Cold Wind
by Anico Surany
narrated by Diane Heles
1 cassette

A little Peruvian llama herder longs to be a fisherman like his father. When he disobeys his father by taking the boat out to catch a great mysterious fish, a near tragedy proves that he is not yet ready for his dream. 1964.

BR 5502 Sleepy Bear
by Lydia Davcovich
1 volume

Sleepy Bear turns into his cave as the leaves fall in autumn and wakes in spring to follow the buzzing bees to honey. PRINT/BRAILLE. Also available as RD 19528.

BR 5072 Squash Pie
by Wilson Gage
1 volume

Time after time, the frustrated farmer plants squash for his favorite pie, only to have someone steal every crop. PRINT/BRAILLE. 1976.

BR 5434 Uncle Elephant
by Arnold Lobel
1 volume

Old Uncle Elephant takes wonderful care of his nephew until the child's parents, lost at sea, are found again.

RC 12213 The Valentine Cat
by Clyde Robert Bulla
narrated by Adale O'Brien
1 cassette

A heart-warming story about a homely little black cat with a white heart on his forehead; a poor, lonely artist; an evil chimney sweep; and a kind princess. 1959.

RC 20193 The White Stallion
by Elizabeth Shub
narrated by Patricia Siegfreid-Giles
1 cassette

Carried away from her family's covered wagon by the old mare she is riding, Gretchen is befriended by a magnificent white stallion who saves her life. 1982.

BR 4670 Who's in Rabbit's House?
retold by Verna Aardema
1 volume

A humorous African folk tale about poor Rabbit, whose house is invaded by a mysterious creature with a "big, bad voice." PRINT/BRAILLE. 1977. Also available as RD 13109.

RD 20885 The Wild Baby Goes to Sea
by Barbro Lindgren
narrated by George Guidall

While his mother cleans house, rambunctious baby Ben sets sail for an imaginary adventure in a wooden box. Rollicking verse describes the extraordinary adventures of Ben and his companions. 1983. Also available as BR 5623.

BR 5091 The Witch Who Was Afraid of Witches
by Alice Low
1 volume

The youngest witch in the family finds a way to out-witch her bossy older sisters. PRINT/BRAILLE. 1978. Also available as RD 13186.

RD 19801 The Wizard, the Fairy, and the Magic Chicken
by Helen Lester
narrated by George Guidall
1 disc

Three mighty magicians--a wizard, a fairy, and a magic chicken--are constantly showing off and outdoing each other with their wonderful powers. The three rivals get into big trouble when they compete to see who can make the scariest monster.

Grades 3 and 4

RD 10966 The Black Mask Trick
by Scott Corbett
narrated by John Richardson
1 disc

Mysterious old Mrs. Graymalkin asks Kirby and his dog Waldo to help prove that a local patriot was actually a Revolutionary crook. 1976.

RD 10222 The Case Against the Wind and Other Stories
by I. L. Peretz
narrated by John Richardson
1 disc

A master storyteller weaves Jewish tradition through ten entertaining stories in which miraculous things happen as people are aided by heavenly creatures and tempted by the devil. 1975.

RC 16245 The Case of the Phantom Frog
by E. W. Hildick
narrated by Sylvia Grandmaison
1 cassette

An anxious aunt hires the McGurk detectives to babysit for her visiting Hungarian nephew. The detectives soon discover, however, that their real job is to solve the mystery of a phantom "werefrog."

BR 231 Coll and His White Pig
by Lloyd Alexander
1 volume

A fantasy of the legendary kingdom of Prydain.

BR 5245 Dashiel and the Night
by Larry Callen
1 volume

Dashiel uses every way he can dream of to overcome his fear of the dark. 1981. Also available as RC 19718.

RD 20892 Devil in the Drain
by Daniel Pinkwater
narrated by David Palmer
1 disc

Saucy story about a boy who discovers the devil living down the drain of the kitchen sink. Also available as BR 5902.

RC 19708 Devil's Donkey
by Bill Brittain
narrated by Robert Ahola
1 cassette

Dan'l Pitt doesn't believe in magic until he comes up against a furious witch who works her most evil spell on him. 1981. Also available as BR 5172.

RD 8516 The Disappearing Floor
by Franklin W. Dixon
narrated by John Stratton
2 discs

A disappearing floor, a savage-looking hound, a galloping ghost, and a startling invention challenge the Hardy brothers to solve two simultaneous mysteries. 1964.

RD 10393 The Dollhouse Caper
by Jean S. O'Connell
narrated by Sam Cotten
1 disc

Worried that their human children will discard them, the Dollhouse family tries to think of a way to save itself and its home. 1975.

BR 5826 Dracula is a Pain in the Neck
by Elizabeth Levy
1 volume

Robert is nearly the youngest camper at summer camp, and he gets scared when the counselor tells a bedtime story about Dracula on the very first night of camp. The next morning Robert's tent mates find two strange marks on his neck, and the whole camp begins a Dracula watch. 1983.

BR 3314 Dragonfall Five and the Space Cowboys
by Brian Earnshaw
1 volume

Space cowboys encounter cattle rustlers, extraterrestrials, and ingenious methods of locomotion on a "broken world" in outer space. 1975.

BR 2638 Encyclopedia Brown Takes the Case
by Donald J. Sobol
1 volume

Encyclopedia Brown solves ten more mysteries including "The Case of the Seven-Foot Driver." 1973.

RD 20306 Esteban and the Ghost
by Sibyl Hancock
narrated by Janis Gray
1 disc

A merry Spanish tinker spends Halloween night in a haunted castle waiting for a ghost who has terrified the entire countryside. When the strange figure finally appears, it is unlike anything Esteban could possibly have imagined. Also available as BR 5606.

RC 12933 Farley, Are You for Real?
by Marjorie N. and Carl Allen
narrated by Steve Grad
1 cassette

A chubby little genie named Farley convinces an ordinary boy that genies and magic do exist. 1976.

BR 4779 Freddy the Detective
by Walter R. Brooks
1 volume

Freddy the pig is so stimulated by reading Sherlock Holmes mysteries that he sets up his own detective bureau. When a model train disappears, Freddy gets his first crack at a real mystery. 1932.

RC 16110 The Ghosts in the Gallery (Dana Girls #13)
by Carolyn Keene
narrated by Anita Roman
1 cassette

A ghostly figure, a walking suit of armor, and a terrifying gargoyle in the prompter's box launch Jean and Louise Dana on the trail of a mystery as their class rehearses a musical. A Dana Girls mystery.

BR 5264 The Half-a-Moon Inn
by Paul Fleischman
1 volume

A mute boy wanders into a blizzard in search of his mother, who has not returned home from market. Nearly frozen, he stumbles on the Half-a-Moon Inn, a haunted place where kings masquerade as beggars, and the evil innkeeper reads her guests dreams. 1980.

BR 5262 Help! I'm a Prisoner in the Library
by Eth Clifford
1 volume

After their father runs out of gas in a blizzard, two sisters go to a nearby library to find a bathroom. With no warning at all, they discover that they are locked in the library with some extraordinarily scary statues and no electricity. 1979.

RC 19867 Mail-Order Wings
by Beatrice Gormley
narrated by Phyllis Dorflinger
1 cassette

Andrea, a fourth-grade bird lover, sends off for a pair of Wonda-Wings that are guaranteed to let her fly. Incredibly enough, they work, but Andrea experiences a terrifying side effect that she never anticipated.

RC 12672 Miss Pickerell to the Earthquake Rescue
by Ellen MacGregor and Dora Pantell
narrated by Barbara Caruso
1 cassette

Earthquakes in a nearby county and the disappearance of two earthquake-prevention scientists bring adventurous Miss Pickerell on the run to tackle the crises. 1977.

RC 19554 My Friend the Monster
by Clyde Robert Bulla
narrated by Jeanne Fagan
1 cassette

A lonely young prince forms a warm but dangerous friendship with a monster. 1980.

RD 10176 My Robot Buddy
by Alfred Slote
narrated by John Polk
1 disc

For his tenth birthday, Jack Jameson gets exactly what he wants--a robot programmed to be his friend. 1975.

BR 3157 Mystery of the Melting Snowman
by Florence Parry Heide and Roxanne Heide
1 volume

When a stranger smashes all the neighborhood snowmen and finds that one contains an iron dog, the Spotlight Club detectives begin a thrilling winter mystery. 1974.

RC 11335 No Flying in the House
by Betty Brock
narrated by Leslie Bettler
1 cassette

A three-by-three inch talking dog is raising her young human ward in the home of a very rich woman. Trouble enters with a sinister cat named Belinda, who teaches the little girl to fly. 1970.

RC 19723 The Princess and the Goblin
by George Macdonald
narrated by Sylvia Grandmaison
1 cassette

Princess Irene discovers a kind old woman with strange powers hidden away in the attic of a country castle. The old woman gives Irene a magic ring to protect her, but the ring fails to warn the Princess of the horrible goblins who plot to flood the castle and kidnap her. Sequel to The Princess and Curdie (TB 3859). 1964.

RC 18780 The Roquefort Gang
by Sandy Clifford
narrated by Bettie Williams
1 cassette

Three tough mice who live for adventure help a beautiful mouse search for a pair of tiny twin mice in grave danger. 1981.

BR 722 The Sea Egg
by Lucy M. Boston
1 volume

A sea triton hatches from a special egg-shaped stone.

RD 10753 The Secret of the Strawbridge Place
by Helen Pierce Jacob
narrated by Esther Benson
2 discs

Kate and Oscar search Kate's house for a secret room used as a station on the underground railroad. Their search, which leads them into a many-chambered cave, comes to a halt when Kate disappears without a trace. 1976.

RC 19581 The Seeing Summer
by Jeannette Eyerly
narrated by Ann Pugh
1 cassette

Carey is heartbroken to learn that the new girl next door is blind. She soon discovers, though, that she and her neighbor are more alike than different, especially when two thugs kidnap the girls and dump them in a deserted warehouse.

RD 20863 Spooky Night
by Natalie Carlson
narrated by Sally Darling
1 disc

A witch's black cat who wants to be a family pet must peform one last bit of Halloween magic before the witch will set him free. 1982. Also available as BR 5617.

RD 9328 Tom Swift and His Flying Lab
by Victor Appleton II
narrated by Ed Kallay
2 discs

Only days before the Swifts plan to test their atomic-powered Flying Lab, a meteor marked with coded symbols crashes into the station, and a thief foils the radar system in order to steal top secret equipment. 1954.

RD 9561 Tom Swift and His Rocket Ship
by Victor Appleton II
narrated by Charlie Ryle
2 discs

Tom Swift's brand new rocket ship is endangered when two saboteurs invade the rocket laboratory of Fearing Island. 1954.

RD 9284 Tom Swift in the Caves of Nuclear Fire
by Victor Appleton II
narrated by John Richardson
2 discs

Tom Swift flies to Africa to locate an isotope not yet discovered on Earth. Before reaching their remote destination, the crew encounters hostile natives, poison spears, giant insects, and two American enemies. 1956.

BR 5090 UFO KIDNAP!
by Nancy Robison
1 volume

Two boys from Earth are kidnapped in a UFO, flown to another planet, and commanded to return a mysterious object they don't have. PRINT/BRAILLE. 1978. Also available as RD 13871.

Grades 5 and 6

RD 11566 The Airship Ladyship
by Jonathan Gathorne-Hardy
narrated by Michael McCullough
2 discs

Launched by mistake in a magnificent airship, a young girl embarks on a string of crises in such improbable places as the Swiss Alps, an African jungle, and the mysterious Mountains of the Moon. 1977.

RD 11427 Alice: Some Incidents in the Life of a Little Girl of the Twenty-first Century, Recorded by Her Father on the Eve of Her First Day in School
by Kirill Bulychev
narrated by Leon Janney
1 disc

Six escapades of Alice, a five-year-old living in Moscow during the twenty-first century. She makes friends with a brontosaur, communicates with a ghost, takes a journey in a time machine to 1977, and rescues lost visitors from another planet. 1977.

RD 9881 All in Good Time
by Edward Ormondroyd
narrated by Bradley Bransford
3 discs

Susan Shaw and her father ascend in the apartment house elevator to an 1881 household, where Susan's plans for her widowed father's marriage meet with opposition from a villainous scoundrel. 1975.

RC 15003 Alone in Wolf Hollow
by Dana Brookins
narrated by Dennis Bateman
1 cassette

Two orphaned brothers come to live with their uncle in Wolf Hollow and stumble on to a murder case.

RC 19865 Attila the Pun: A Magic Moscow Story
by Daniel Pinkwater
narrated by Ray Hagen
1 cassette

When the mystic seer of Hoboken and the employees of the Magic Moscow ice-cream parlor summon the ghost of a famous person, they get a punster with a collection of 1500-year-old jokes. A preposterous companion piece to MAGIC MOSCOW (RC 18867).

RD 12005 Beware of This Shop
by Carol Beach York
narrated by Kathy Simonis
1 disc

Hester feels compelled to buy a china shepherdess in an eerie trinket shop. Though she destroys the figurine, Hester is pulled into the orbit of the shop and its sinister owner, who derives his powers from an ugly old brass toad. 1977.

BR 2906 A Book of Sorcerers and Spells
by Ruth Manning-Sanders
1 volume

Twelve bewitching tales from far and wide about sorcerers, their victims, and their spells. Includes stories from Ireland, Transylvania, Russia, and Sudan. 1973.

RC 16703 Bunnicula: A Rabbit-Tale of Mystery
by Deborah and James Howe
narrated by Ginny Kearns
1 cassette

Chester, the Monroe family's loyal cat, tries his best to warn the family that the baby rabbit they found in the movie theater is actually a vampire rabbit. 1979.

BR 5186 The Cave of Time
by Edward Packard
1 volume

A do-it-yourself adventure which the reader creates by making choices at crucial points, leading to one of thirty-nine possible endings. 1979.

BR 5386 Chip Mitchell: The Case of the Stolen Computer Brains
by Fred D'Ignazio
1 volume

A seventh-grade computer whiz solves ten puzzling mysteries using his knowledge of computers and logic. 1982.

RC 15959 Dracula, Go Home!
by Kin Platt
narrated by Hal Tenny
1 cassette

An eerie hotel guest in a black cape turns Larry's summer vacation into a real thriller. Larry's investigation of the guest in Room 13 leads him to a grave that he fears may be meant for him.

RC 19719 The Dragon of Og
by Rumer Godden
narrated by Louise Beddow
1 cassette

For hundreds of years the gentle Dragon of Og has quietly eaten an occasional bullock from the heard of the lord of the castle. No one has minded because the Dragon brings luck to the countryside. But the new lord, a stubborn and stingy man, declares war against the Dragon and hires a courtly knight to kill him.

RD 12016 End of Exile
by Ben Bova
narrated by John Stratton
2 discs

Born and brought up on a spaceship that is slowly deteriorating, Linc tries to discover its secrets and to save the remaining inhabitants from the great star that seems destined to destroy the ship with fire. Sequel to Flight of Exiles (RD 6203). 1975.

RD 9911 The Figure in the Shadows
by John Bellairs
narrated by Neal Mullins
1 disc

Lewis finds an old coin that he hopes will protect him against bullies. He decides to test the coin's magic powers, but he is not prepared for the astonishing and sinister events that follow. 1975.

RD 12012 A Horse for X, Y, Z.
by Louise Moeri
narrated by Esther Benson
1 disc

A fast-paced adventure about a spirited girl, a superb quarter horse, and an armed gang of horse thieves. 1977.

RC 19681 Invasion of the Brain Sharpeners
by Philip Curtis
narrated by Charlotte Stanton
1 cassette

Mr. Browser's wish for a brain sharpener for his dull class comes true when extraterrestrial beings land their spacecraft on the school field. The Brain Sharpeners intend to sharpen Mr. Browser and his class for use on a new planet they are colonizing. Only one boy in the class resists their power, and he schemes to save his teacher and friends from their terrible fate.

BR 3577 Is There Life on a Plastic Planet?
by Mildred Ames
1 volume

Tired of feeling pressured and unhappy in her everyday life, Hollis Brewster welcomes the opportunity to have a lookalike life-size robot take her place at home and school. 1975.

RD 11250 The Lion of the Kalahari
by Sam B. Hobson and George Carey Hobson
narrated by Randy Atcher
1 disc

When a murderous stranger usurps leadership of a nomadic Bushman tribe, a young boy is forced to flee deep into the Kalahari desert to save his life. He lives alone for years and comes to be called the lion of the Kalahari. 1976.

RC 19148 Lost in the Devil's Desert
by Gloria Skurzynski
narrated by Dennis Bateman
1 cassette

Two escaped convicts accidentally kidnap Kevin Hoffman when they hijack a truck and leave him alone to die in the Devil's Desert. Kevin knows from his father, a Marine officer trained in desert survival, that he will be lucky to live even twenty-four hours without water. 1982.

RD 9289 Mystery of the Fog Man
by J. Carol Farley
narrated by Paul McMaster
1 disc

Two cousins, son and nephew of the chief of police, investigate on their own the theft of money from a local ferry boat. The boys are convinced the culprit is the "fog man," a shuffling figure who mysteriously appears and disappears on the beach. 1974.

RC 16722 Night of the Werewolf
by Franklin W. Dixon
narrated by Roy Avers
1 cassette

A ferocious wolf-like creature appears in a small town during the full moon, attacking livestock and terrorizing residents. The natural suspect, a young man with a history of werewolves in his family, hires the Hardy boys to clear his name. 1979.

BR 5427 Nightmare Island
by Ron Roy
1 volume

On their first solo camping trip to an island off the coast of Maine, Harley and his younger brother are trapped by a mysterious fire that starts in the water and moves onto the island, burning everything in its path. 1981. Also available as RC 19718.

RC 20446 Omega Station
by Alfred Slote
narrated by Bruce Huntey
1 cassette

Only Jack Jameson and his robot twin Danny One can save the universe from mad scientist Otto Drago.

BR 3393 The Pencil Families
by Susan Terris
1 volume

After she discovers a dead body and a shiny gold pencil in a lagoon near home, Emily's life becomes even more exciting and danger-filled than the fantasies she creates about her "pencil families." 1975.

RC 20430 The People in Pineapple Place
by Anne Lindbergh
narrated by Priscilla Husserl
1 cassette

August Brown's parents have just split up and he and his mother have moved from Vermont to Washington, D.C. August hates everything about the new city until a bag lady leads him to a wonderful alley and to seven lively children invisible to everyone but him. 1982.

BR 3041 The Phantom Tollbooth
by Norton Juster
2 volumes

Fantasy about a boy who receives a phantom tollbooth in a suprise package. He travels through the tollbooth to a strange land with even stranger adventures and characters including Tock the watchdog and King Azaz, the unabridged, unhappy ruler of Dictionopolis. 1961.

BR 4955 Prisoners at the Kitchen Table
by Barbara Holland
1 volume

Josh is a cautious boy whom people think of as a chicken. He has always admired Polly, who never seems afraid of anybody or anything. But when the two of them are kidnapped, Josh is the one who stands up to their captors. Some strong language. 1979.

BR 5249 Scary Stories to Tell in the Dark
collected and adapted by Alvin Schwartz
1 volume

Ghoulish stories of ghosts and witches, startling "jump" stories, macabre songs, frightening legends, and modern-day horror stories. Also available as RC 19713. 1981.

RC 19714 The Seance
by Joan Lowery Nixon
narrated by Nita Elliott
1 cassette

The seance begins as a game, but it soon leads to murder and terror for the people of a small town in east Texas.

RD 9065 Secret of the Sea Legacy
by Emily Raimondi
narrated by Helen Pugatch
2 discs

Lynn Mallory, a newcomer to Nantucket, is fascinated with a figure-head of an eighteenth-century whaling captain. The nautical relic draws her into a mystery involving a sinister old stranger and a lost sea treasure. 1974.

BR 5177 Space and Beyond
by R. A. Montgomery
1 volume

A do-it-yourself adventure which the reader creates by making choices at crucial points, leading to one of forty-four possible endings. 1979.

BR 3739 Time Explorers, Inc.
by E. W. Hildick
2 volumes

Two schoolboys who experiment with predicting the future through dreams find that their predictions are becoming deadly accurate. 1976.

RC 12810 The Treasure of Alpheus Winterborn
by John Bellairs
narrated by Mitzi Friedlander
1 cassette

Mrs. Zimmerman, the kindly neighborhood witch, invites Rose Rita on a trip to discover the meaning of a puzzling deathbed letter. The trip becomes a nightmare as the two are drawn into a dark world where not even Mrs. Zimmerman's powers of witchcraft can help them. Sequel to The Figure in the Shadows (RD 9911). 1976.

RD 8375 Whistle in the Graveyard: Folktales to Chill Your Bones
compiled by Maria Leach
narrated by Burt Blackwell
1 disc

Nearly forty stories about ghosts, pirates, and witches, gathered from Australia and Alaska and places in between. 1974.

RC 19709 **You're Allegro Dead**
by Barbara Corcoran
narrated by Kay Bergen
1 cassette

Stella and her best friend Kim go very reluctantly to the same summer camp that Stella's mother loved years ago. The girls are suprised that the camp is actually fun, but they are shocked to discover themselves drawn into a mystery when Stella is kidnapped. 1981.

PERFORMING ARTISTS' PROFILES

ACORN STORYTELLING-PUPPETRY WORKSHOPS

Contact: Susan Pagnucci
Route 3, Box 193
Platteville, WI 53818
(608) 348-8662

Description: My workshop fits under the "Diller" category--MAKING PUPPETS FOR STORYTELLING--a hands-on workshop for parents, teachers, and librarians who tell stories to children during the summer. I bring along paper cut-and-fold puppets, commercial puppets, portable paper stages, collapsible wooden stages, table-top tongue-depressor stages, cut-and-staple marionettes, etc. Participants bring a good scissors, some string, and a small cardboard box. I demonstrate shadow puppetry participants can trace and make, I tell stories, and we cut and paste puppets for retelling. I demonstrate fractured nursery rhyme scripts and then allow participants to browse and make puppets to use.

Performing Area:

Fee: $100 plus mileage, expenses.

Requirements: Five to six tables for display of puppets, stages, and books.

Travel Range: Anywhere.

BEEKEEPING

Contact: Peggy Cupp
325 Bishop Street
Plymouth, WI 53073
(414) 893-5286

Description: Beekeeping demonstration includes hive (without bees), equipment, and large study prints and features a "Busy Bees" puppet show, honeycomb tasting, children's recipe and color sheet handouts.

Performing Area: 200 square feet.

Fee: $30.00 plus mileage.

Requirement: Two tables.

Travel Range:

SANDY BISHOP, SONGSTER AND STORYTELLER

Contact: Sandy Bishop
Route 2, Box 292
Ladysmith, WI 54848
(715) 532-5287

Description: Chilling tales to haunt your chilblains and make your hair stand up on end combined with the easy mixture of song and nonsense that have delighted Sandy's audiences for more than 15 years. The medium is storytelling, song singing and song leading, with guitar accompaniment. The emphasis is on total audience involvement. The result is thrilling, chilling, frequently hilarious, and absolutely life-affirming. She has written a song using this year's theme. Upon confirmation of booking, she will send a tape of the song, a lyric sheet, and suggestions for ways to use it both for promotion and as part of your summer reading program.

Performing Area: 3' x 3' plus room for the audience.

Fee: $50.00 for a 45 minute presentation; $75 for two performances on one day.

Requirements: Can work easily with groups ranging in size from 15 to 100; floor seating is usually better than chairs.

Travel Range: Statewide with expenses; 50-mile radius of Ladysmith without expenses.

ROBERT BRAIER, WONDERFUL WORLD OF MAGIC

Contact: Robert A. Braier
1305 Timothy Avenue
Madison, WI 53716
(608) 222-8356

Description: I will take the audience to the WONDERFUL WORLD OF MAGIC where they will experience mysteries and witness magical illusions. A girl floats in air on a carpet, a silver ball flies and dances in mid-air, rabbits appear from nowhere, silks disappear and change color, and a lady is cut into pieces and then restored. Audience participation is emphasized with the children helping out with Sesame Street characters, magic coloring books, and linking rings. Balloon sculptures of various animals will be created and passed out for the kids. I interweave comedy, juggling, clowning and magic to provide a fun show for all ages. Presently, I have three children's shows and one adult/children's show, each ranging from 30-60 minutes to fit your needs.

Performing Area: 8' x 10' space inside with a wall behind.

Fee: Negotiable.

Requirement: Seating directly in front of me and not behind.

Travel Range: Madison area without expenses; statewide with expenses.

CORCORAN, CORCORAN, & BRUEDERLE PUPPET THEATRE

Contact: Pam Corcoran
1217 Evans Street
Oshkosh, WI 54901
(414) 235-1858

Description: "Leo's Book Shop." Leo runs a book shop. Other puppets stop by with requests, help finding things, and suggestions, which results in a puppet performance based on a book--a play within a play. Workshops for all ages are also available. Program adapted for different ages.

Performing Area: Adapatable from a corner of the library to a meeting room.

Fee: Puppet performance: $50.00 or two the same day for $75.00 plus 20¢ per mile travel. Workshops are negotiable.

Requirements:

Travel Range: Wisconsin.

A DAY WITH MAX, A SEARCH DOG

Contact: Gretchen Mattson
4710 Grosser Lane
Phelps, WI 54554
(715) 545-2671

Description: Gretchen Mattson, an experienced dog trainer and search dog handler, is a member of the American Rescue Dog Association and Headwaters Search and Rescue Dog Unit located in northern Wisconsin. She will present an exciting and informative program for young people based on her searching experiences in the wilderness areas of northern Wisconsin and Maine. The one-hour visit will consists of a slide presentation and dog handling demonstration for search and rescue techniques by using her German Shepard, Max. The program also will include instructions to the audience on how not to get lost, how to stay comfortable if they do get lost, and how to be spotted and found.

Performing area:

Fee: $100; mileage over 50 miles from Phelps, WI; motel or overnight accomodations over 200 miles.

Requirements:

Travel Range: Wisconsin.

DE YOUNG'S MAGIC AND SPOOK REVUE

Contact: Dick De Young
Van Treek Trail Route 3
Sheboygan Falls, WI 53085
(414) 467-8414

Description: Complete Magic Revue, family type entertainment, live animals and birds, audience participation, lights, and beautiful costumes. Fast moving, very colorful, self-contained, seven in troupe, 8' MAGIC RABBIT for warm-up. Free brochures and references upon request.

Performing Area: 12' x 20' with 4 or 5 feet between performers and audience; carry own speakers, etc.; literally self-contained.

Fee: $225 plus travel expenses.

Requirements: Three hours set-up time; schedule as far in advance as possible.

Travel Range: 150 mile radius; further, by special arrangement, plus overnight accomodations for crew.

EDWARD, MAGICAL MIME

Contact: Jay Ralph
313 South Segoe Road
Madison, WI 53705
(608) 233-3433

Description: The illusion of mime becomes a magical reality when these two art forms are combined into a powerful new medium. Designed for young children, Edward sparks the childlike wonder in all of us as silk scarfs dance about, needles pass through balloons and an endless supply of red balls appear at the performers finger tips. This is truly a delightful twist to a classsically mysterious art.

Performing Area: Minimum of 15' x 10'.

Fee: $50.00 plus traveling expenses.

Requirements: Electrical outlet and dressing room or place to change clothes.

Travel Range: Statewide.

FIONNA THE WITCH

Contact: Fionna the Witch
1108 County Trunk A
Phelps, WI 54554
(715) 545-2550

Description: Fionna is a Celtic witch. Her stories are contemporary elaborations of legends and folklore of Ireland, Scotland, and Wales. When requested, she emphasizes the macabre. In the style of the ancient tradition, Fionna converses with the children after the story.

Performing Area: Wherever children congregate.

Fee: $50.00 per hour for performance within 100 miles of Eagle River plus mileage. $75.00 per hour for performance statewide plus mileage and overnight expenses when needed.

Requirements: None.

Travel Range: Wisconsin.

FOLKLORE VILLAGE FARM

Contact: Jane Farwell
Route 3
Dodgeville, WI 53533
(608) 924-3725

Description: Audience participation sessions in international folk dancing, games from around the world, storytelling, folk music workshops and festival folklore. School assemblies, workshops, in-service, costume shows, field trips to Folklore Village Farm.

Performing Area: Space for group dancing, i.e., classroom or gym.

Fee: $250-350 plus mileage for full day in schools, 2-3 person team. $75-125 plus mileage for single room sessions. Funds from Wisconsin Arts Board sometimes applicable.

Requirements:

Travel Range: Statewide.

FRIENDS OF MIME THEATRE
THE CREAM CITY SEMI-CIRCUS, HALF-RING REVUE, AND TRAVELING THEATRICAL EXPOSITION OF 1985

Contact: Mike Moyninan
Friends of Mime Theatre
P.O. Box 92127
Milwaukee, WI 53202
(414) 271-3484

Description: Parade and performance including clowning, tumbling, music, mimes, masks, singing, dancing and speaking. FMT is Wisconsin's oldest ongoing professional outreach touring company.

Performing Area: 20' x 20', 15' height.

Fee: Varies.

Requirements: Access to electric power, dressing area, water.

Travel Range: Statewide.

GOLDEN THE MAGICIAN

Contact: Peter Golden, Magician
P.O. Box 902
Superior, WI 54880
(715) 394-5250

Description: Has developed and presented a variety of programs for all ages. Golden is both a magician and magic historian. 35-45 minutes long.

Performing Area:

Fee: Negotiable; will vary depending on mileage.

Requirements:

Travel Range: Wisconsin and Minnesota.

GERRI GRIBI, FOLK MUSICIAN

Contact: Gerri Gribi
P.O. Box 8021
Green Bay, WI 54308
(414) 437-7373

Description: A folk musician who will present a one-hour program for children or families. The presentation includes: what folk music is and why it's important and performances on folk instruments such as the autoharp, dulcimer, and guitar. Gerri's specialty is music for and about women that recaptures the lost history from colonial women to contemporary performers. Workshops also available for 5th grade and older. Programs are adapted to age group.

Performing Area: Adaptable to space available.

Fee: $75 for 1 hour; $100 for two hours; mileage outside Green Bay area; other travel expenses as necessary. Contact Gerri to find out if she is scheduled in your area already--expenses can then be combined with other sponsors.

Requirements: Over 100 people, a sound system is needed.

Travel Range: Upper Midwest.

CINDY GUTHRIE, STORYTELLER

Contact: Cindy Guthrie
908 Pleasant Street
DeKalb, IL 60015
(815) 756-4880

Description: Storytelling and storytelling workshops.

Performing Area: Standing room.

Fee: Negotiable; minimum $45.00 for half hour plus travel round trip from Milwaukee or DeKalb, whichever is closer to the performance site.

Requirements:

Travel Range: Wisconsin and Northern Illinois.

HAND PRINTING PRESS

Contact: Alice and Leland Bullen
5313 Main Street
McFarland, WI 53558
(608) 838-8055

Description: Demonstrate early printing on a hand printing press. Each member of audience may operate the press to print a memento. (A couple of mysteries or thrillers which can be included, depending on the audience, are: the story of John Peter Zenger, the colonial printer, or the mystery of who invented the process of printing which made printed books possible.)

Performing Area: 10' x 5'

Fee: $10 for single session; $5 for additional sessions on same visit. Mileage if outside Madison area.

Requirements: Table about 3' x 5'; electrical outlet desirable; seating for audience size.

Travel Range: Statewide.

HATRACK STORYTELLERS*

Contact: David or Sally Semmes
857 North 11th Street
Manitowoc, WI 54220
(414) 682-9527

Description: A reader's theatre for children which, while it entertains, is actually a reading incentive program. The program was developed and has been presenting literature since 1967; workshops in this method of storytelling have been presented as far away as London, England. Imaginative hats are sometimes worn to help identify characters.

Performing Area: Minimal and as close to the children as possible. We just need room enough for our Hatrack, 4-6 reading stands and chairs. (You provide the chairs; we do the rest.)

Fee: Negotiable. It is for our expenses; the rest goes to a scholarship fund.

Requirements: Plenty of advance notice; we book up to a year ahead.

Travel Range: We'll go anywhere to spread our "reading is fun" message--as long as the sponsor is willing to pay for our getting there.

*registered trade name

KANOPY DANCE THEATRE

Contact: Christine M. Stevens
301 South Bedford
Madison, WI 53703
(608) 255-2211

Description: Company of three dancers; lecture demonstration of contemporary dance including modern and jazz dance adapted for school age children. Company members are also available to teach classes on an individual basis.

Performing Area: 25' x 25' for group.

Fee: Company of three--$120 plus travel expense; larger group negotiable.

Requirements: Non-carpeted floor.

Travel Range: Dane County; statewide if multiple engagements could be coordinated in a given area; some support may be available through grants to Kanopy from the Dane County Cultural Affairs Commission and the Wisconsin Arts Board. Support via grants reduces the sponsor fee. Call or write for further information.

NANCY LANYON, STORYTELLER

Contact: Nancy Lanyon
1130 East Dayton
Madison, WI 53703
(608) 251-0805

Description: The program features storytelling and drama which involves the children in movement, song, dance, and drama. The show is titled "All the World Loves a Clown" and is a collection of humorous stories and songs from around the world.

Performing Area: Any space will do, but children must sit on the floor (no chairs).

Fee: $50; travel expenses over 60 miles.

Requirements: None.

Travel Range: Unlimited.

MADHATTER STORYTELLER

Contact: Kathy Martin
1709 Smith
New London, WI 54961
(414) 982-2856

Description: One person using various hats to depict characters, some magic, some puppets and lots of audience participation to tell the stories. Stories include folk, fairy and contemporary tales. Show ranges from 30 minutes to an hour. Stories for 1985 include GRAVEYARD TALES, ghost stories from Appalachia, and Indian ghost stories. A fast-paced and lively presentation.

Performing Area: Area for children to sit.

Fee: $50 plus expenses.

Requirements: I do carry a 6' x 4' collapsible brick wall as background.

Travel Range: No limit.

THE MAGIC CARPET CARAVAN
MIDDLE EASTERN/NORTH AFRICAN MUSIC AND DANCE

Contact: Bonnee-Beth Lugauer (Princess Amani-Ra)
1007 Milwaukee Avenue
South Milwaukee, WI 53172
(414) 764-0434

Description: Dressed in colorful costume and jewelry, I perform a variety of short folk dances representative of North Africa and the Middle East. The program may include an Egyptian cane dance, a basket-balancing dance, a mysterious veil dance, the Turkish Karshelama, a gypsy shirt dance, a Moroccan handkerchief dance, a tamborine dance, or a shimmy dance. The performances are interspersed with brief discussions of the geography, climate, customs and history of the people. I have many beautiful pictures and artifacts which illustrate our discussions. I play several instruments--the Arabic clay drum, the deff, the tamborine, and the finger cymbals. During the program I teach the children a lively rhythm and/or a short, simple folk dance and also how to zaghereet. Also, if time permits, the children enjoy listening to a humorous Arabic folktale.

Performing Area: At least a 10' x 12' dancing area.

Fee: $40.00 for a single performance; $75.00 for a half day, plus compensation for traveling time and distance.

Requirements: A dressing room area with a mirror; a chair or stool, a table for setting props. If a large area, such as a gym or auditorium is being used, I will need a microphone. If a good cassette tape recorder available, that is helpful; otherwise, I bring my own recorder. If possible, the library should display its books relating to the program's theme. Since I have read many of the children's books, I refer to them during my presentation, hopefully encouraging the children to read them.

Travel Range: Milwaukee-Racine-Kenosha Area.

MARCIA MARLING, STORYTELLER

Contact: Marcia Marling
8 Paget Road
Madison, WI 53704
(608) 244-7124

Description: Storytelling in the oral tradition (folktales).

Performing Area: Standing room with some area for movement.

Fee: $25.00; 2 programs per engagement, $35.00

Requirement: Favorite size audience 15-50 people.

Travel Range: Madison Area.

MARY, THE MAGICIAN

Contact: Mrs. Mary Grindrod
4221 Esch Lane
Madison, WI 53704
(608) 249-2876

Description: My magic show will provide a fun-filled 45 minutes loaded with feats of magic and illusions, comedy, and lots of audience participation aimed at pleasing children of all ages. I am a collector of old newspapers, old school books, real fossils (dinosaur tooth, bones, turtles, oreodant skull), and old magic effects. I would have monsters and/or artifacts appear in a magical and fun manner. You, the librarian, can let me know which of these themes would be of interest, and I would gear my show accordingly.

Performing Area: Room for two small tables and space for movement (about 6' x 8').

Fee: $50 plus 20¢ per mile. If more than one show at the same location on the same day, the price of added shows would be $25.

Requirements: None.

Travel Range: Approximately 150 miles.

THE MASTER OF MAGIC AND FUN, BILL LITZLER

Contact: Bill Litzler
2006 Morningside Drive
Janesville, WI 53545
(608) 754-0937

Description: The presentation is a fast-paced magic show ranging from 30 to 45 minutes. Comedy is woven throughout the show as is audience participation. Children are especially fond of this program.

Performing Area: Adapts to situation.

Fee: Varies with group and distance.

Requirements: Microphone for larger audiences.

Travel Range: Negotiable.

DAVE MAYER - "MAGIC AND MONSTERS" or "THE MAGIC OF READING" or "COMPUTERIZED MAGIC"

Contact: Dave Mayer
1219 Greenwood Road
Wheaton, IL 60187
(312) 682-0109

Description: Complete production of full magic show with live white doves, rabbit, silk flags, and flower bouquets. Audience participation with 10 to 12 kids on stage dressed as magicians make the miracle happen. Real birds and fire come out of books and tricks are taught from books in your library.

Performing Area: 8' x 12'.

Fee: $85-$145, all expenses included. Use the low end if two performances can be scheduled in the same day, either in a school or another library in your county.

Requirements: None.

Travel Range: Southern Wisconsin to include Madison, Milwaukee, and Janesville.

REID MILLER, FOLKSINGER AND TALESTER

Contact: Reid Miller
P.O. Box 9672
Madison, WI 53715
(608) 255-8355

Description: Like the raconteurs and minstrels of old, I tell and sing for all ages, infant to elder. My programs are spontaneous and lively, with a focus on audience participation. Traditional and contemporary materials from "Silly Jack" and "Jenny the Giant" to "Old Joe Clark" and "I'm Gonna Tell (on You!)" are part of my repertoire for youngsters and families. Strictly adult programs might include "I'm My Own Grandpa," "Ballad of St. Anne's Reel," or "Hold Back the Days," all folk favorites. My goals as an educator and entertainer are to share the wonders of human experience, get people laughing, singing, and telling along, and help folks enjoy life. Hence, no wonder my motto is: "Have Fun Will Travel."

Performing Area: Comfortable, distraction-free space. Carpeted floor okay for the very young. Indoors or outdoors (weather permitting) is fine.

Fee: 45-60 minute performance (slightly shorter with very young, longer with an intermission)--$100, travel included within 100 mile radius of Madison; additional travel and lodging if beyond. Public address system, if needed, is usually included.

Requirements: Armless non-folding chair and small table helpful.

Travel Range: Upper Midwest regularly, concentrating on Wisconsin and nearby regions of adjoining states; beyond by special arrangement.

MILWAUKEE IMAGINATION THEATER PRESENTS BOYS, GIRLS, TREES, AND GROWNUPS

Contact: Nancy Weiss-McQuide
3820 North Oakland #4
Milwaukee, WI 53211
(414) 962-7680

Description: A 30, 45, or 60 minute theater show; a series of short stories enacted through mime, dance, speech, juggling, and music; humorous, contemporary themes and dramatic works are included; suitable for K-6, learning and fun, arts exposure, literature exposure.

Performing Area: Stage, cleared floor, etc.

Fee: Varies according to number of shows to be given; starting price, $80.00 (two actors).

Requirements:

Travel Range: Milwaukee area and radius of 50-100 miles.

MR. MAGIC AND MIMI-THE-CLOWN

Contact: Don or Mary Lamb
1206 East Newhall Avenue
Waukesha, WI 53186
(414) 542-9833

Description: A fun-filled comedy magic and balloon act for children of all ages. This is a high-quality magic act performed for thousands of children in the Wisconsin area for over 12 years. The 30-40 minute act is loaded with gags, action, puns, fun, and mystery, with lots of audience participation. Kids love Mr. Magic and Mimi! Everyone leaves the show happy and glad to be a part of the experience.

Performing Area: Very flexible; have adapted to the space available at libraries as required.

Fee: $60.00 for single show; $100.00 for two shows on the same date and location; travel expenses outside the Milwaukee area.

Requirements: The act is self-contained; all equipment needed is provided by the performers. All you need to provide is an audience that wants to have fun and laugh.

Travel Range: Wisconsin.

NORTHERN LIGHT, AMERICAN MUSICAL JOURNEY THROUGH TIME AND CULTURE

Contact: Bill Kehl
(Northern Light)
116 South Fulton
Princeton, WI 54968
(414) 295-6767

Description: The performance has been given to many schools and libraries in our area, especially north of us. We feel we have an excellent children's program. Children's program includes sing-along, stories, puppets, and a chance to try instruments.

Performing Area: Need approximately an 8' x 12' or larger stage or floor space. Can work outside too!

Fee: Flexible, depending on number of performers. 20¢ per mile traveling expense.

Requirements: None.

Travel Range: 75-100 mile radius of Princeton, WI.

BRUCE O'BRIEN, SONGSTER

Contact: Bruce O'Brien
604 Newton Street
Eau Claire, WI 54701
(715) 832-0721

Description: I sing a world of songs on banjo and guitar. Together we will explore suspense-filled and fun stories and songs of the American past and the here and now. Children will create their own words to songs and discover ways to express stories of their own. In the process, imaginations will be challenged. I enjoy working with all ages and can tailor my program to any age group.

Performing Area: Any reading or story room suitable for a comfortable gathering.

Fee: $40 per program, with 22¢ per mile travel allowance outside of Eau Claire County.

Requirements:

Travel Range: Negotiable.

P.A.W.S. (PROTECTIVE ASSOCIATION FOR WORLD SPECIES)

Contact: Brandy Powers, President
P.O. Box 121
New Berlin, WI 53151
(414) 679-3742

Description: A unique and exciting educational adventure into the world of the wilderness. Learn about our endangered wildlife; how they live, what they're really like, why they are endangered, and how each of us can help protect them through the best tool we have--learning. Programs for selection are The Cougar--A Vanishing Species; The World of the Prairie Dog; and The Elusive Bobcat.

Performing Area: 20' x 15' or a stage where possible.

Fee: $65 plus travel expenses.

Requirements: Unloading area immediately adjacent to program area for all programs except The World of the Prairie Dog. The program itself is geared toward school-age rather than preschoolers, and early registration is advisable.

Travel Range: Anywhere in the state.

TOM PEASE, SONGSTER

Contact: Tom Pease
6580 County K
Amherst, WI 54406
(715) 824-5881

Description: A folk musician who uses music to get kids interested in music, language, and books. As part of the program, children are introduced to "accessible instruments"--those easier to play--such as the jaw harp, dulcimer, or spoons. The programs give children hands-on experience; participatory and flexibility describe the program. Previous programs include "Riding the Tale of the Song Monster," which combines music with humor. Children and family programs are possible, and programs will be adapted to the age group designated.

Performing Area: Adaptable to space available.

Fee: $100 per performance; $75 if more than one program in the area; travel expenses as required. All prices are negotiable.

Requirements: None.

Travel Range: Midwest.

CAROL ANN PIGGINS, TROLL TALES, GHOST STORIES AND INDIAN LEGENDS WITH THE STORYSPINNER

Contact: Carol Ann Piggins
Creative Education Associates
1711 South Wisconsin
Racine, WI 53403
(414) 637-7942

Description: Audience participation sharing of troll tales, ghost stories, Indian legends and original material by Carol Ann Piggins with emphasis on the books where more of the same can be found. Stress on the joy of words and reading.

Performing Area: Minimal.

Fee: $75 plus travel. For an additional $25 would be willing to also do a workshop on storytelling for parents and/or librarians.

Requirements: None.

Travel Range: Anywhere in state, but if the distance is greater than four hours travel from Racine, housing and meals should be included for an overnight stay.

ROBIN REED PRODUCTION

Contact: Robin Reed
700 Llambaris Pass
Wales, WI 53183
(414) 968-3277

Description: Ranges from complete touring children's theater performing well-known classisces with marionettes or puppets to one-man "Wonderful World of Puppets" performance with a variety of formats, including audience participation.

Performing Area: From 10' x 10' to full stage and theater facilities.

Fee: $475 and up for full company production, plus travel expenses; $275 for "Wonderful World of Puppets," plus travel expenses.

Requirements: Platform needed if audience is to include 100 or more; make arrangements as far ahead of time as possible.

Travel Range: Statewide.

SARI ROSS, STORYTELLER

Contact: Sari Ross
40 Fuller Court
Madison, WI 53704
(608) 244-8344

Description: Stories from around the world about dragons, trolls, witches, and giants for you to participate in--with puppets and props and "paper bag dramatics"--bring you thriller-dillers and chillers! Adventures with PECOS BILL and PAUL BUNYAN will bring tall tales alive. HANSEL AND GRETEL'S witch may chill the little listeners, but the CONJURE WIVES and the BEANSTALK'S giant will be chiller-dillers for everyone. The dragon caller rouses an unusual find in the DRAGON'S TEARS. True stories about the sinking front yard and sleeping with fire may spark a true tale from the listeners, while the almost-true tales will flow from you when you are asked to put on a special hat, magic cape, or intriguing puppet. Search for the stories in your dreams, letters, travels, books, and wishes with me.

Performing Area: Pleasant room, close to audience.

Fee: $50 per program, plus 20¢ a mile.

Requirements: Table and two chairs.

Travel Area: Wisconsin.

GEORGE W. B. SHANNON, STORYTELLER

Contact: George W. B. Shannon
648 Wisconsin Street, Apt. 3
Eau Claire, WI 54701
(715) 839-85[illegible]5

Description: Storytelling in the oral tradition (folktales).

Performing Area: Standing room with some space for movement.

Fee: 30-45 minute programs, $50; two programs per engagement, $80; full day, $100.

Requirements: Favorite size audience--30 to 75 people.

Travel Range: 35 mile radius of Eau Claire without travel expenses; statewide with expenses.

SIGN LANGUAGE/STORYTELLER

Contact: Rosemary Green
213 N. Fraternity #203
Whitewater, WI 53190
(414) 472-1660 (work)
(414) 473-2284 (home)

Description: A small introduction to sign language, running through the manual alphabet. I describe the story I will tell and how the audience can help me. I tell the story in sign language as well as verbalizing it. Would prefer children 4 years old and over.

Performing Area: A small raised space for me to sit and room for the children to sit on the floor in front of me.

Fee: $50 plus mileage.

Requirements: None.

Travel Range: I am very flexible and would be willing to go where there is an interest.

DAVID STOERI AND ROXANNE NEAT, FOLKSINGERS/STORYTELLERS

Contact: David Stoeri or Roxanne Neat
213 South Madison Street
Evansville, WI 53556
(608) 882-5965

Description: Our program is about evenly divided between folk music and storytelling. Using a wide variety of folk instruments (guitar, banjo, dulcimer, bones, jaw harp, harmonica, autoharp), we sing with children songs of adventure, mystery, and fantasy. Stories range from the ghostly to adventure to tall tales to stories of courage.

Performing Area: We need just a small space--room for two chairs and a few instrument stands.

Fee: $75 plus 20¢ per mile.

Requirements: Two armless chairs.

Travel Range: Wisconsin.

"TOOTIN' THRILLING TALES"--BOB KAHN

Contact: Bob Kahn
462 Marston Avenue
Madison, WI 53703
(608) 257-0958

Description: "Tootin' Thrilling Tales" is the tongue-twister title for a storytelling/juggling program featuring thriller, mystery, and adventure stories. Contemporary children's literature will be presented as children actively participate in the story renditions. Selections may include WHERE THE WILD THINGS ARE by Maurice Sendak, FORTUNATELY by Remy Charlip, AND I MEAN IT, STANLEY by Crosby Bonsall or other tales depending upon the age composition of the audience. In addition, original stories related to the Thriller-Dillers and Chillers! theme will be presented including a juggling adventure story highlighted by cascading eggs, basketballs, pins, fruit, torches (environment permitting), and more. Word puzzle games ranging from riddles to Pundles (Pundle example: "erif" - correct answer would be backfire) will challenge children's mystery unraveling abilities. Comedy and audience participation will be ever-present throughout the show. In advance, librarians will be presented a list of books which will be promoted during the 45 minute show.

Performing Arts: Prefer minimum of 10' x 15', but I can adjust to smaller space constraints.

Fee: Negotiable.

Requirements: None.

Travel Range: No limit.

MARK WAGLER, STORYTELLER

Contact: Mark Wagler
1511 Chandler
Madison, WI 53711
(608) 258-8833

Description: Two library programs available for 1985: Wisconsin Ghost Stories: the Scott Mansion Curse, the Ridgeway Ghost, the Night Rider, Robert Laurie's Funeral, the Ghost of Frenchy La Pierre, the Return of Uncle Otto, and other tales of haunted Wisconsin. The Adventures of Robin Hood: rowdy storytelling and ballad singing about Bold Robin, Friar Tuck, Little John, Maid Marian, Allan a Dale, and the villains of Nottingham Town.

Performing Area: 10' x 10'.

Fee: Negotiable.

Requirements: None.

Travel Range: Wisconsin.

Games and Giveaways

MATCH THE DETECTIVE WITH THE MYSTERY

1. The Blue Poodle Mystery _____
2. The Mystery at Lilac Lake _____
3. A Study in Scarlet _____
4. The Case of the Midnight Visitor _____
5. The Hound of the Baskervilles _____
6. The Clue of the Hissing Serpent _____
7. Danger on Vampire Trail _____
8. The Forest Adventure _____
9. The Spider Sapphire Mystery _____
10. Case of the Secret Pitch _____

a. Sherlock Holmes
b. Hardy Boys
c. Bobbsey Twins
d. Encyclopedia Brown
e. Nancy Drew

ANSWERS

1. c
2. e
3. a
4. d
5. a
6. b
7. b
8. c
9. e
10. d

Laurie Kant
Burlington Public Library
(grades 4-6)

GREAT DETECTIVES

____ 1.	Freddy	A.	The greatest English detective from Baker Street
____ 2.	Encyclopedia Brown	B.	The Great
____ 3.	Basil	C.	Three detectives in books written by Kenosha author, Florence Heide
____ 4.	Binky Brothers	D.	A pig on Mr. Bean's farm
____ 5.	Sherlock Holmes	E.	Nearsighted private eye who solves mysteries for his animal neighbors
____ 6.	Harriet	F.	The Sherlock Holmes of the mouse world
____ 7.	Detective Mole	G.	Pinky and Dinky
____ 8.	Nate	H.	Detective that travels by umbrella to solve mysteries
____ 9.	Spotlight Club	I.	Ten year old detective from Idaville
____ 10.	Big Max	J.	A writer who spies on friends and keeps observations in a notebook

Lucy Beck
Kenosha Public Library

THRILLER-DILLERS & CHILLERS TRIVIA

1. In Bridge to Terabithia by Katherine Paterson, what is the name of the puppy that Jess gave to Leslie?

2. According to the Hardy Boys Night of the Werewolf what is the name of Mr. Hardy's private plane?

3. Frightful, the falcon in Jean Craighead George's My Side of the Mountain, becomes trained. What is her first prey?

4. "Common Sense" is the name of Kevin's _____ in Marc Brandel's The Mine of Lost Days.

5. Judith in The Ghosts of Rowan Oak by Willian Faulkner, recounted by Dean Faulkner Wells, is buried under what kind of tree?

6. A tesseract means the same as which book title written by Madeline L'Engle?

7. Won-a-nee is the name of what kind of animal is Scott O'Dell's Island of the Blue Dolphins?

8. What does the emblem on Tia's star box signify in Escape to Witch Mountain by Alexander Key?

9. "Amulets were worn by Townsfolk to protect them from the evils of _____" according to I Will Make You Disappear by Carol Beach York.

10. In Mildred D. Tayler's Song of the Trees, Mr. Anderson offers papa how much money for the logs that are cut?

11. How do Michael, Taz, and Patricia break the glasses on the shelves in Wylly Folk St. John's The Secret of the Seven Crows?

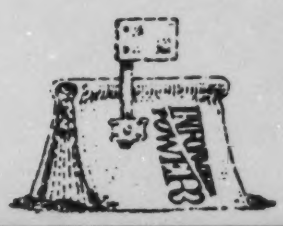
12. What is the career chosen by Johnny Torrington in Lion Hound written by Jim Kjelgaard?

13. What kind of food is used to catch Sun God in Lynn Hall's Ride a Wild Dream?

14. How many cookies at 50 for $1.00 would Aunt Alex have to sell to pay off the debt owed to Mr. Preek in The Astonishing Stereoscope by Jane Langton?

15. What was the name of the woman with the golden arm in The Thing At The Foot Of The Bed And Other Scary Tales by Maria Leach?

Vicki Ahlswede
Walter Olson Memorial Library
Eagle River, WI



THRILLER-DILLERS AND CHILLERS TRIVIA

ANSWERS

1. Prince Terrien
2. Skyhappy Sal
3. A Sparrow
4. A Book
5. Magnolia Tree
6. A Wrinkle In Time
7. An Otter
8. A Double Star
9. Witches
10. $100
11. Shooting Ice Cubes From A Sling Shot
12. Forester
13. Ear of Corn
14. 50 Thousand
15. Elvira

SOLVE THE RIDDLES

Check out these clues to solve the identity of these kids.

1. A small child who goes blueberry picking with her mother and finds herself following a Mama bear _____.

   Little Sal from the book, Blueberries for Sal, written by Robert McCloskey

2. A boy who helps his Uncle Ulysses in his lunch room ends up with too many doughnuts.

   Homer Price in the book Homer Price by Robert McCloskey

3. What boy causes the king's carriage to come to a halt because he is wearing a hat before the king? Every time he takes off his hat, another one appears.

   Bartholomew Cubbins in the book The 500 Hats of Bartholomew Cubbins by Dr. Seuss

4. Can you remember the book in which a boy trained his dog Ribsy to bring in the newspaper and one morning found seventeen newspapers on his doormat? Who was the "kid?"

   Henry Huggins in Henry and Beezus by Beverly Cleary

5. Who wants an old printing press from a girl in his neighborhood? He wants it so much that he finally buys an old broken doll for ten cents and has to take it home without his friends seeing it so that his mother can patch it up for the trade.

   Little Eddie in Eddie and His Big Deals by Carolyn Haywood

6. Who is the boy who has a pesky two-year-old brother named Fudge and a pet turtle named Dribble? Clue: the boy is a fourth grader.

   Peter Hatcher in Tales of A Fourth Grade Nothing by Judy Blume

7. Who was the boy who took a stroll with a crayon and drew himself some exciting adventures?

   Harold in Harold and the Purple Crayon by Crockett Johnson

8. What girl with golden hair enters a house without knocking?

   Goldilocks in The Story of the Three Bears

9. What book tells about a young boy who gets caught in a bear trap by hunters searching for a bear for their zoo? Who is the boy?

   Johnny Orchard in The Biggest Bear by Lynn Ward

10. Who made a fence of whale ribs and kelp to keep away wild dogs? In what book do we meet this girl?

    Karana in Island of the Blue Dolphins by Scott O'Dell

11. What little girl went to school just so she could have Christmas vacation? Before her first day of school was over, she drew a life-size picture of her horse. Her initials are P. L.

    Pippi Longstocking in Pippi Longstocking by Astrid Lindgren

12. Who is the best stone thrower in town? She is afraid of being sent to a reformatory because she has been blamed for breaking church windows?

    Queenie Peavy in the book Queenie Peavy by Robert Burch

13. Who faces bully, Marv Hammerman, everyday after school? His nickname is Mouse. What book do we meet him in?

    Benjie in The Eighteenth Emergency by Betsy Byars

14. Who tries to get a library card at the public library and ends up falling down a coal chute?

    Rufus M. in Rufus M by Eleanor Estes

15. Who fixes a hopelessly broken television and discovers in fixing it that the television can predict the future? What book is he in?

    Apeface in A Billion for Boris by Mary Rodgers

16. Who opens a box in the morning and puts together the toy and finds himself in the Lands Beyond where he meets a dog with a clock in his body and people are selling words?

    Milo in The Phantom Tollboth by Norman Juster

SKELETON GAME

EQUIPMENT:

1 game board with drawing of skeleton head
Cube with 4 colors
Use button or round piece of cardboard to move along the board

OBJECT:

To be first to get to the haunted house.

PLAY:

Each player throws the cube.

Move the circle of cardboard to the color of square that comes up on the cube.

Players landing on square with printing on, follow directions of the square.

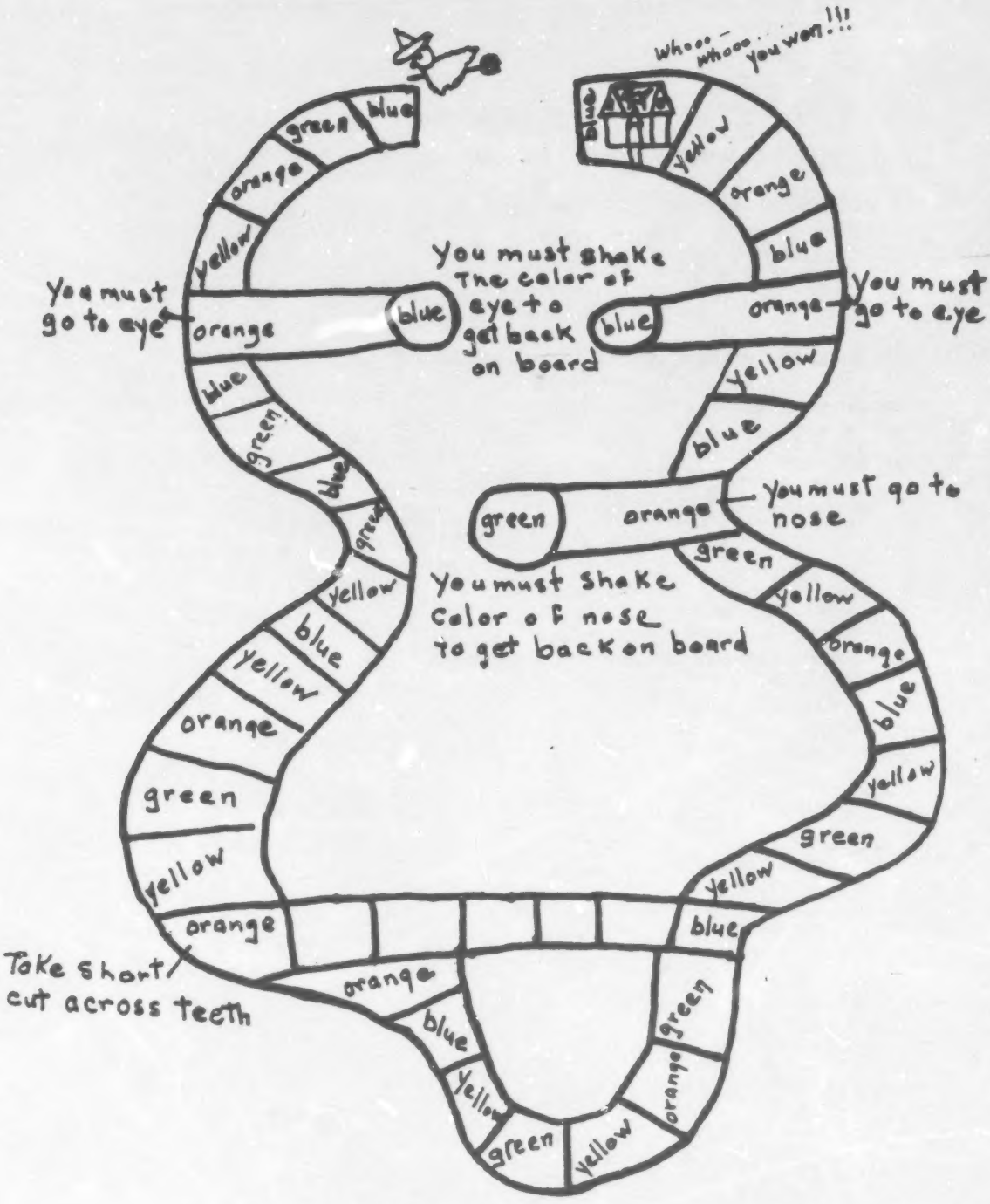
To take short cut across the teeth you must land on that square that states short cut.

A square may be occupied by more than one player at a time.

When the player reaches the haunted house the player can only win by turning up the blue side of the cube no matter how many turns it takes.

These rules can be typed on a square of paper and put in the middle of the board or one side of the board.

Emma Peterson
L. E. Phillips Memorial Public Library
Eau Claire, WI



BEST COPY AVAILABLE

THRILLING MONSTER MATCH

1. A winged horse _____
2. A very large man _____
3. A horse creature with a horn on its forehead _____
4. A bird who lived for 500 years and rose from a funeral pyre _____
5. A large creature who lives in a lake _____
6. This monster had one eye in the middle of his forehead _____
7. Had head and wings of an eagle and the body of a lion _____
8. Has pointy teeth and hates garlic _____
9. A noisy spirit _____
10. A very cold monster _____

a. Phoenix
b. Loch Ness Monster
c. Giant
d. Abominable Snowman
e. Griffin
f. Pegasus
g. Vampire
h. Poltergeist
i. Unicorn
j. Cyclops

ANSWERS

1. f
2. c
3. i
4. a
5. b
6. j
7. e
8. g
9. h
10. d

Laurie Kant
Burlington Public Library

BEST COPY AVAILABLE

MONSTER MATCH

Do you recognize the monsters in these cartoons? You may have read about them in fairy tales and legends. A few have been in movies. Some people think one or two might really exist. How many of these monsters do you know by name? Match each picture with one of the clues below. Together, the picture and clue will help you guess the monster's name. Find the correct name in the list at the bottom of the page. Write the number of the clue in the blank beside the name.

1 Folk tales from Scandinavia tell about ugly creatures like this. They could be large or small, and they had magic powers. Most lived underground or in caves. A famous story from Norway tells abut one that lived under a bridge.

2 Ancient Greeks and Romans wrote about this creature. They said she was half woman and half bird. She punished people for evil deeds by stealing their food and making noises.

3 People are still hunting for this monster in Scotland. Some use boats and cameras. If you read the April 1977 issue of WORLD, you will know its name.

4. This creature had the head of a person and the body of a lion. Egyptians carved stone statues of it. One of the statues sits near the Nile.

5. Some people in North American think this furry brown monsters tramps the wood and mountains of the West. they say they have seen its big footprints.

6. This woman had snakes all over her head. A Greek legend says that when people looked at her, they turned to stone.

7 When the moon is full, legends say, this creature grows fur and howls like a wolf. But at sunrise, it changes into a man.

8 Some people say this white furry monster lives in the mountains of Asia. They believe it may be related to the mountain monster of North America.

9 In old Greek tales, this creatures belonged to a race of giants who ate people. He had only one eye--right in the middle of his forehead.

_____LOCH NESS MONSTER

_____CYCLOPS

_____SPHINX

_____HARPY

_____WEREWOLF

_____MEDUSA

_____ABOMINABLE SNOWMAN

_____BIG FOOT

_____TROLL

Portage County Public Library
Stevens Point, WI
(grades 3-6)

MONSTER MATCH
1
2
3
4
5
6
7
8
9

CAN YOU UNSCRAMBLE THE FOLLOWING THRILLER-DILLER-CHILLERS?

1. N E K N A S E T I N F R

   _____

2. A N I I N D A S E O J N D A N E T H M E E L P T F O O D O M

   _____

3. S A E E T R R U D L N A I S

   _____

4. R T A S S R A W

   _____

5. A F E R Y K D F Y A I R

   _____

6. T E H C A K L B L L A T S I N O Y S E R T M Y

   _____

7. H W E E R E H T D R E N R E F R G S O W

   _____

8. H E T T U O I S R E D S

   _____

9. N R U R T E F O E H T E D J I

   _____

10. D O L L L R E E Y

    _____

Answers

1. Frankenstein
2. Indiana Jones and the Temple of Doom
3. Treasure Island
4. Star Wars
5. Freaky Friday
6. The Black Stallion Mystery
7. Where the Red Fern Grows
8. The Outsiders
9. Return of the Jedi
10. Old Yeller

Cindy Westphal
L. E. Phillips Memorial Public Library
Eau Claire, WI

DINOSAUR WORD SEARCH

S A P R O T O C E R A T O P S A
U I L O R U L T R A S A U R U S
R T A L P T E R A N O D O N C U
U R B R O N T O S A U R U S O R
A O N R I S E S I L N I S D D U
S O U M B I A L P A U R S T O A
O D I N O S A U R O A T R L L S
G O Y H A K R A R U H Y L U P O
E N A N A W T N E U T C I T I E
T N O D O N A U G I S W O U D G
S S P O T A R E C I R T E S R T
S U P S U R U A S O L A G E M B

Find these dinosaurs in the puzzle:

1. ALLOSAURUS
2. BRONTOSAURUS
3. TRICERATOPS
4. DINOSAUR
5. DIPLODOCUS
6. PROTOCERATOPS
7. STEGOSAURUS
8. ULTRASAURUS
9. PTERANODON
10. IGUANODON
11. MOSCHOPS
12. TROODON
13. MEGALOSAURUS
14. GEOSAURUS

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THRILLING THINGS WORD SEARCH

H L E X P L O R I N G D E F P
V S J E S E I B C O H I F L I
J R C K S B O O K S R C E A R
I E G A A N Q I U W B Y R T A
D T L G R U I W A R S R R A T
I S D W N Y R A E T P A I I E
T N L R N I M W S N O R S Z S
R O V M E V V O X R A B W M U
N M S E N A H I V U Y I H S L
S L A Y N G M E D I E L E K A
E E A H T T V S D A E J E S D
N V K O A G I O B I B S L C V
A A B M X R D N Z L I U S E E
L R A U Q L T W G S T H C L N
P T M Y S T E R I E S S G S T
T E S E L I B O M W O N S F U
E C R O L L E R C O A S T E R
J A W N P S R A C E C A R F R
T P D I X O B A O F U M E I S
H S H A L L O W E E N C N N D

Find these thrilling things in the puzzle.

1. Scary movies
2. Mysteries
3. Jet planes
4. Race car
5. Pirates
6. Ghosts
7. Exploring
8. Space travel
9. Scuba diving
10. Ferris wheels
11. Halloween
12. Roller coaster
13. Inventing
14. Books
15. Vampires
16. Sleds
17. Monsters
18. BMX
19. UFO
20. Adventures
21. Snowmobiles
22. Wars
23. Hobbies
24. Library
25. Dreams

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GREAT ADVENTURERS WORD SEARCH

C L A R K K M V N C E T T E U Q R A M
S I W E L L R A L E I G H A B Y R D O
R E I T R A C S G T N E S D N U M A W
S U B M U L O C R E H P O T S I R H C
D M C M A R C O P O L O Q H E C L A A
R Y I O A A A D H I M L U U U K K R B
A R M T O R B A L B O A A B E D I I O
K A K A H K Q G N E A R R N A T S D T
E E R H E R N A N D O C O R T E S O N
L P G L E N N M A V E S P U C C I D N
N O S C I R E A P O N C E D E L E O N

Find these adventurers in the puzzle.

1. Christopher Columbus
2. Vasco da Gama
3. Magellan
4. Hernando Cortes
5. (Francis) Drake
6. (Walter) Raleigh
7. (John) Smith
8. (John) Cabot
9. (Juan) Ponce deLeon
10. Marco Polo
11. (Lief) Erickson
12. (Vasco) Balboa
13. (Amerigo) Vespucci
14. (Jacques) Cartier
15. (Henry) Hudson
16. (Jacques) Marquette
17. (William) Clark
18. (Meriwether) Lewis
19. (Zebulon) Pike
20. (Roald) Amundsen
21. (Richard) Peary
22. (Richard) Bird
23. (John) Glenn
24. (James) Cook

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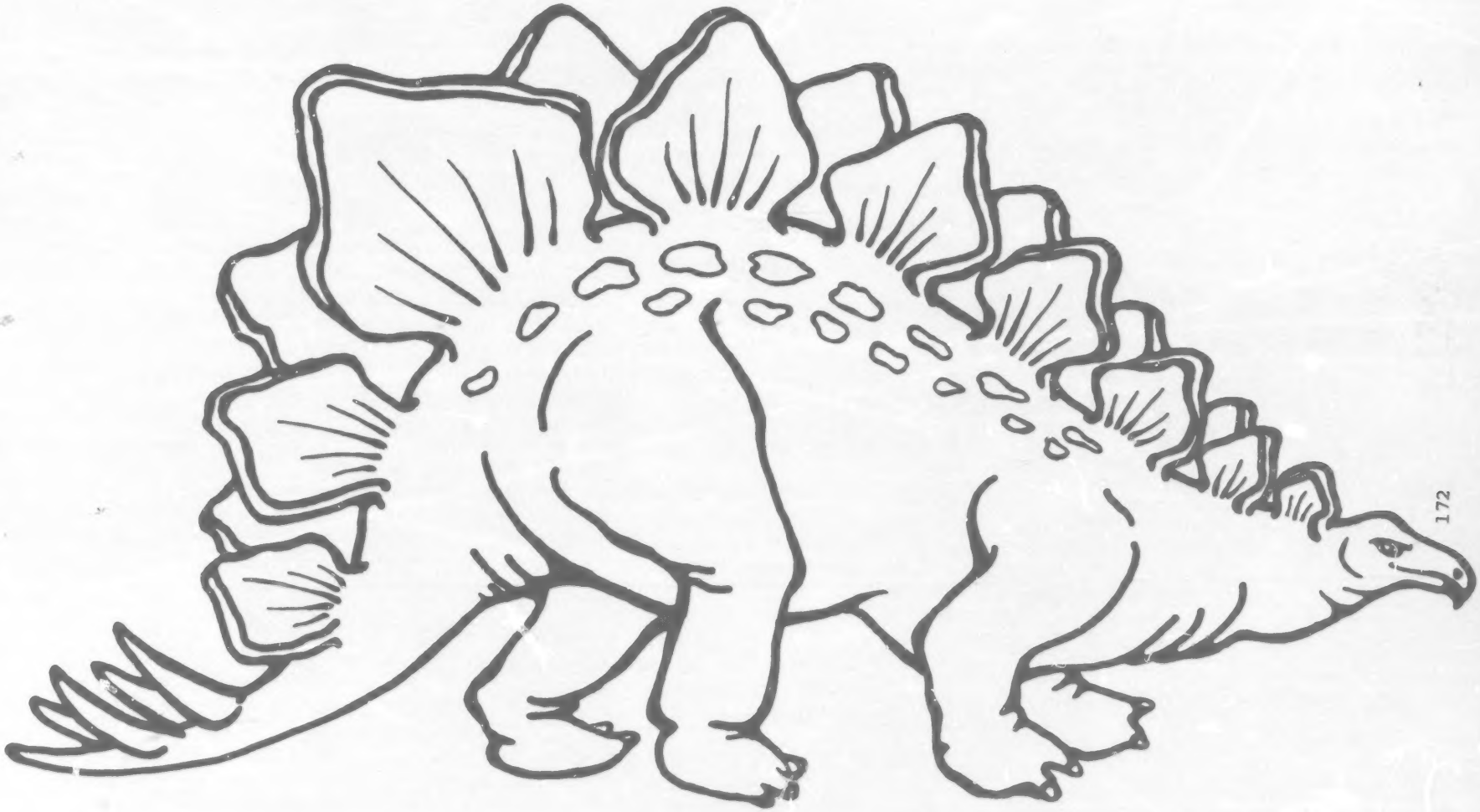
HERO WORD SEARCH

E X E D R V P G D X S Q Z C T Y X R L Z H H L E X O T Y R Z P K
I H U T A L Y S R T W M X O S G T S L Q T O Z U E V U E X V O L
P D I R H Q Y N T R I G G H N D U N G E O N S D R A G O N S L U
L G P L L S U N K G C X J A R O F U O N O N T U G V J K Z L E H
U I G E T Z Y S H S U G G L U C L Q P H C K M T C M B H V Q P W
O D J H U J O T T F E G C T Q J I X X D O Z P E R O I Y P V O O
T G I X Z I Y K S E N O J A N A I D N I I Q L T H W Y J K M S N
U N N S G O W L R O E T I S T W W A R U E W I I C C B A B K I D
G R U I R J A K L W F H C C V N O U S C C O A U Y Y Q W P H T E
L O U B B B K A G R S K I O O B L Y C O K B I L J X V Y H K I R
C A O G I O T Z U Q N F V O M O V R E K L A W Y K S E K U L O W
I T L N F E R M D E S N Y B G L E F K R E W L A B V W K W I N O
S Q N L G C S P V V N D O Y G U R A O Q D U G E H J H E R Q L M
A A G A I A I Q S V O O A D M K I R E L K O A X U B B G B D X A
H L J P P Z S T O M R G S O R E N Y C E O E O R Z C P O P A P N
T H X A H D D S S Q K E B O H O E S D V C S I C V R M I C E U K
A T P F G R E O U A S P I S R P G U J A C C S R D E V I A R S W
T W B G V V G A G W T G J Q O Y K H F S N U J N O Z R Q K W H G
R O Y T T Y J A E X W N K P M E Q R S N A D B R A E R V B K I F
J A V H N A M E C I X F A V E N C E C A R P B L M H Y A X T R X
M Z T L V A Z U G S H H X F S R G Z G E L G T A K Y W X U H T L
F U O S H Y P C X P F C Q Y K E Y R T Q M F N R B Q X L V A T S
L N R H E E Y M O F D L Y X J T G J L X M I L A P W W G B H A P
N K G D Y R M D L K B S U R M N S I L G A P I Y H O U O F O L I
W A V I O D I A K Y S D Z Z H A F W N T J F M I X P D U S T E D
A R M C O C T F N I K X A Y T L Y Y P R E D I R T H G I N K S E
F R P T J I K T Y Q Z O I T L N G A S U P E R M A N N X R A J R
O D I P A X V T J L J O W N L E C W H B V G X T K D P F C A H M
Y V V U Y B J H K H H W S A D E C T X I N B F H X D H X H V K A
C O E B W L C Z J I S H O I O R R U S B W P M J J F O E Z I P N
N M V E U D C I K Q Y F O U L G O R C B X J D M Z Y Z M I X U E
E E H H I S M Z T W V J U H B M N T C L P W P Z E J M W J J H W

There are 35 words here--can you find them?
Here are the words to look for:

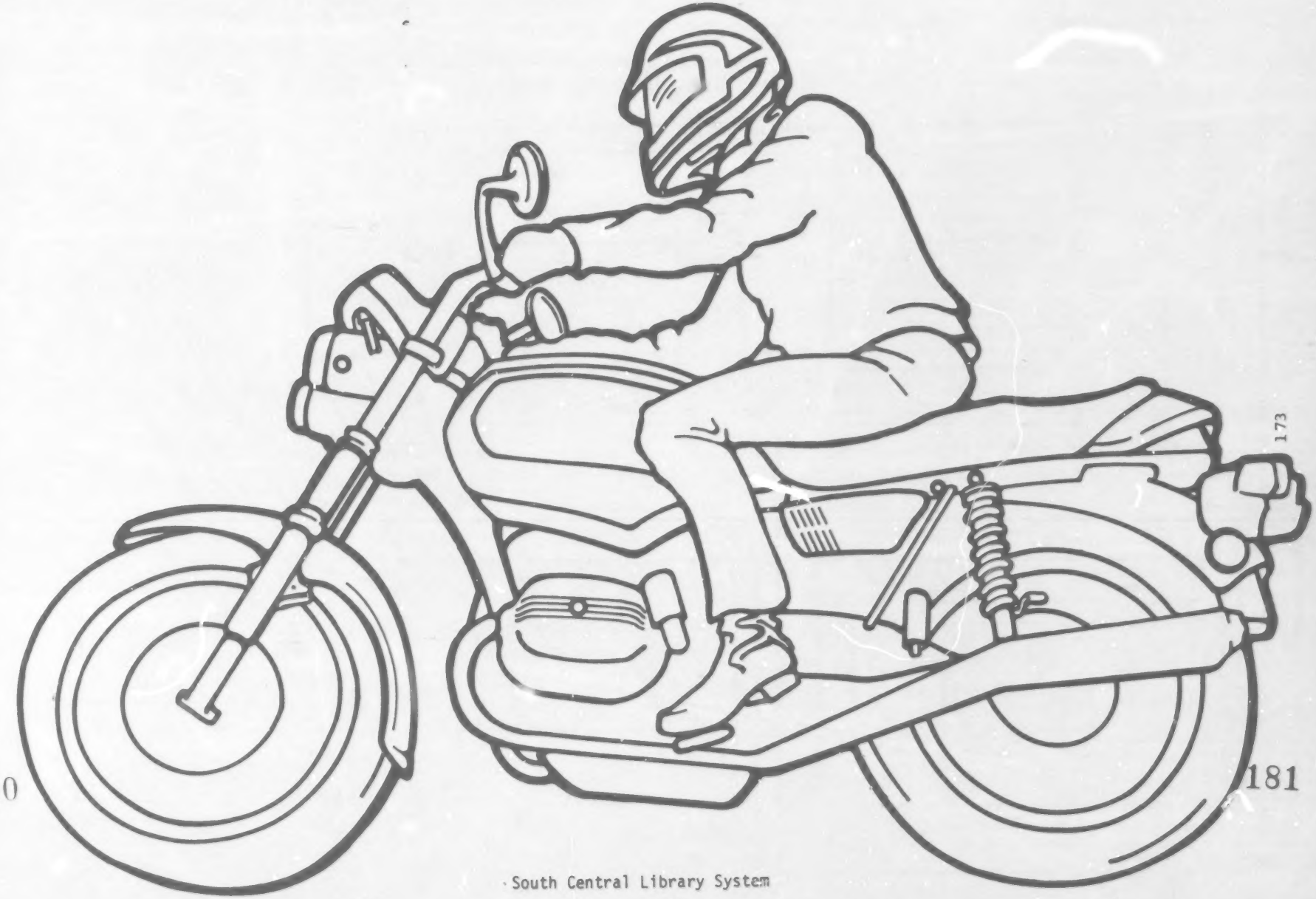
BATMAN
CAPTAIN AMERICA
FACE
FIRESTAR
GET ALONG GANG
GREEN LANTERN
HANS SOLO
HULK
INDIANA JONES
LUKE DUKE
MIGHTY ROBOTS
MURDOCK
POLEPOSITION
ROBIN
SHIRT TALES
SPIDERMAN
THING
WONDER WOMAN
BO LUKE
DUNGEONS DRAGONS
FANTASTIC FOUR
FLASH GORDON
GODZILLA
HANNIBAL
HE MAN
ICEMAN
KNIGHTRIDER
LUKE SKYWALKER
MR T
PAPA SMURF
POPEYE
SCOOBYDOO
SNORKS
SUPERMAN
WOLVERINE

Dawn Bangs
Eleanor Ellis Library
Phelps, WI



Stegosaurus

South Central Library System



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180

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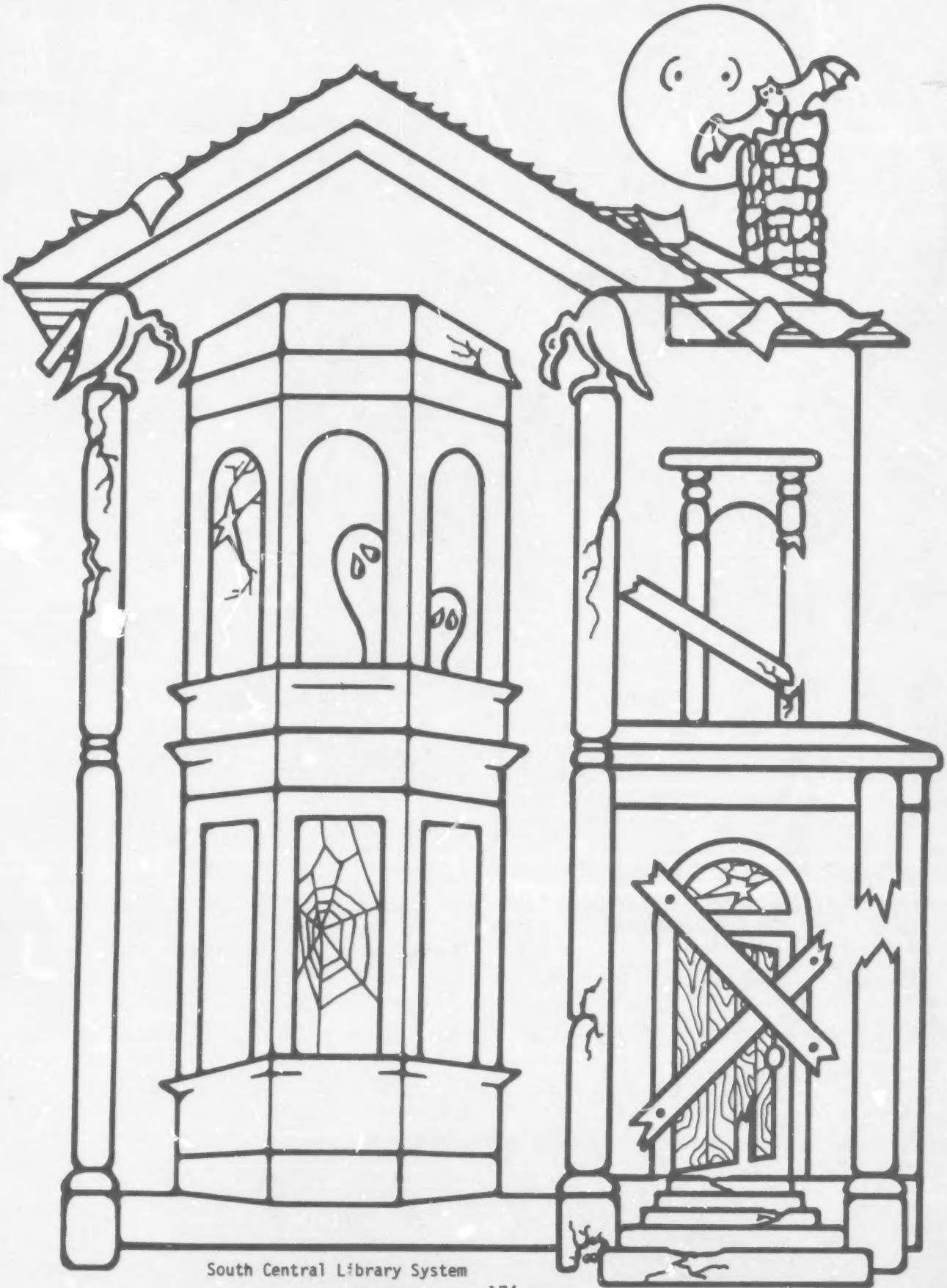
South Central Library System



The Dragon Tamer
By Becky Rettenmund

What do you send to a sick ghost?

What do you call a skeleton when it's not working?

What is the difference between spaghetti and a dinosaur?

Designed by Susan McQuade,
South Central Library System

What kind of shoes did the detective make out of banana peels?

Get-well witches.

Thriller-Dillers & Chillers

1985 Summer Library Program

Lazybones.

Thriller-Dillers & Chillers

1985 Summer Library Program

A dinosaur doesn't slip off the end of your fork.

Thriller-Dillers & Chillers

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Thriller-Dillers & Chillers

Slippers.

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